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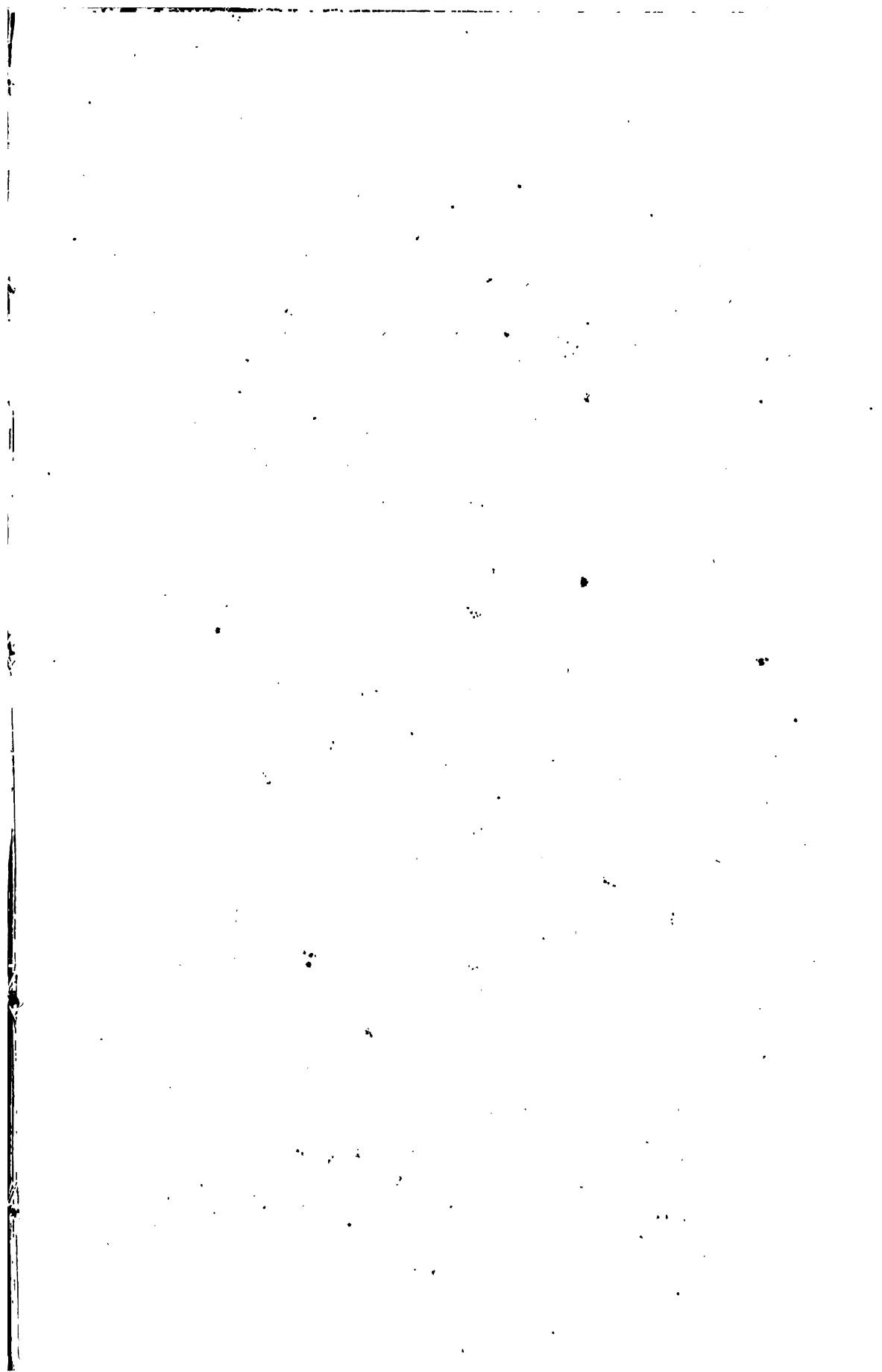


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Mary M. W. Taylor**



CHESS AT ODDS

OF

PAWN AND MOVE.

A Complete Analysis of the Opening;

EXEMPLIFIED IN

TWO HUNDRED AND FIFTY GAMES, FROM ACTUAL PLAY,
CONTESTED BETWEEN SOME OF THE BEST
EXPONENTS OF THE LAST 50 YEARS.

*Arranged in Tabular Form, with Notes, &c.; Facilitating Reference, and
Showing the results of the many Variations in this Opening.*

COMPILED BY BAXTER-WRAY.

11

SECOND EDITION.

LONDON:

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AND TWO MOVES.

COMPILED BY BAXTER-WRAY.

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INTRODUCTION.

CONSIDERING the large number of works published for the purpose of teaching a knowledge of the game of Chess, it must appear strange to the ordinary student to find so little information available in regard to Openings at Odds.

Odds giving has never received the attention it deserves from the analysts of the game. Yet it is very popular, and is rapidly growing in practice; indeed, it is absolutely necessary for every Club, and a very large number of private players, to regularly introduce odds into their games, with, at present, little or nothing to guide them as to the best means of commencing play.

The present compilation is intended as a stepping stone to a complete treatise on Odds, which it is hoped will be provided for the Chess student at no very distant date. It is not issued as a wholly satisfactory solution of the difficulty which now exists in regard to obtaining information on the Pawn and Move Opening, but it will be found to contain much to interest and instruct the learner, and, in view of the scarcity of literature treating of Odds, will no doubt prove attractive. It will be followed by other works dealing with Pawn and two moves, Knight, Queen, &c., &c., so that in time we hope to supply a complete series of handbooks for those who have to give or receive Odds.

June 1890.

SECOND EDITION.

THE necessity for this second edition at so early a date is sufficient proof of the favour with which the volume has been received by players. The author cannot but feel flattered at the reception accorded his work, and begs to tender his thanks for the many favourable reviews which have appeared in the Chess press, both in this country, in the colonies, and in America. It is a great satisfaction to him to know that a large part of the first edition has been sold in the American and Australian markets.

January 1891.

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ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

1	2	3	4	5	6
Chess Play's. Mag. 1867.	Chess Play's. Chron. 1846.	Chess Play's. Chron. 1846.	Chess Play's. Mag. 1866.	Chess Play's. Mag. 1867.	Chess Player 1851.
Fraser.	Harrwitz.	Harrwitz.	DeVere.	Fraser.	Horner.
Steinitz.	Staunton.	Staunton.	Steinitz.	Steinitz.	Drew.
1 P-K4					
1 Kt-QB3					
2 P-Q4					
2 P-K4					
3 PxP					
3 KtxP					
4 P-KB4					
4 Kt-B2					
5 B-B4					
5 KKt-R3					
6 Kt-KB3 (1)					
6 B-B4					
7 Kt-B3					
7 P-B3				Q-Q3 (15)	
8 B-Q2 (2)	P-KR3	P-QR4	Castles	Castles	P-Q3
8 P-Q4	P-QKt4	P-R4	Q-Q3 (9)	Kt-B3	B-K3
9 PxP	B-Kt3	Q-K2	P-B3	P-B3	BxB
9 Castles	P-R4	Q-Kt3	B-Q2 (10)	P-QR4 (16)	QxB
10 K-Bsq	Q -R3	P-R3	P-Q4	P-Q4 (17)	Castles
10 P-QKt4	Q-Kt3	P-Q3	B-Kt3	B-Kt3	Castles
11 B-Q3	R-Bsq	P-KKt4	P-QKt4	Kt-Kt5	Kt-Kt5
11 PxP	P-R5	R-Bsq	CasQR (11)	R-Bsq	Q-K2
12 P-KR3	B-R2	B-Kt3	P-R4	KtxP	P-B3
12 Kt-B4	B-R3	B-Q2	P-QR4	KtxKt	Kt-B3
13 BxKt	Kt-K2	P-Kt5	P-Kt5	Q-R5ch	Q-Kt3ch
13 BxB	CastQR (4)	Kt-Ktsq	KtxP (12)	P-Kt3	K-Rsq
14 Q-Ksq	P-B3	B-Q2	PxKt	QxKt	QxP
14 BxBP	QR-Ksq (5)	Castles	BxQP	B-Q2	BxKtch
15 P-KKt3	Q-B2	CastlesQR	B-R3	B-KKt5	RxB
15 P-Kt5	KR-Bsq	P-Kt3	Q-Kt3	KtxP	Q-Q2
16 Kt-K2	P-KKt4	P-K5	R-Ktsq	PxKt	Q-Kt3
16 B-Q6	P-Kt3	PxP	Kt-Kt5 (13)	BxP	Kt-KKt5
17 R-R2	BxKt	PxP	Q-K2	K-Rsq	R-B3
17 Q-K2	KtxB	B-B4	P-B5	B-B3	P-K5
18 R-Bsq	B-Q2	Kt-R4	K-Rsq	QR-Qsq	PxP
18 QR-Ksq	Kt-Q3	Kt-K2	Kt-K6	Resigns.	PxP
19 RxB	P-K5	KtxB	KR-Ksq		Kt-B7ch
19 QxR	Kt-B5	PxKt (7)	Q-Kt3		RxKt
20 BxP	Castles	P-R4	R-Ktsq		RxR
20 Q-K6 (3)	P-Kt4 (6)	K-Ktsq (8)	P-R4		Q-Q3
			B-Q3 (14)		P-Kt3 (18)

NOTES (extracted and condensed).

(1) Q-Q4 is a very attacking move, B-K2 seems to be the most advantageous reply, when White must not capture the KKtP, but proceed to develop his game systematically. (See also note 15.)

(2) Q-K2 also appears to be good.

(3) Continued: 21 Kt(B3)-Ktsq (there does not seem to be any better resource) R-Bsq, 22 B-Q2 Q-K5, 23 K-B2 KR-Ksq, 24 Kt-QB3 QxQch, 25 BxQ P-Q5, 26 QKt-K2 BxKt, 27 KtxB R-B7, and White resigns.

(4) Black has played the Opening with great spirit.

(5) Perhaps playing the other R to this square would have been better.

(6) The game was abandoned as drawn at the 84th move.

(7) If he had taken with the Kt, White would have played B-K6ch, and, after exchanging Pieces, have won the Pawn.

(8) Continued: 21 P-R5 B-Q5, 22 B-KB4 K-Rsq, 23 R-R3 BxKt, 24 RxB RxRch, 25 QxR Q-Kt5 (this, like many other moves on Black's side in the present game, is weak and purposeless), 26 R-B4 Q-Kt3, 27 R-Q4 R-Qsq, 28 RxR KtxR, 29 K-Ktsq P-B4, 30 Q-Q6 Kt(Qsq)-B3, 31 B-K3 Q-Kt5, 32 BxP Q-K8ch, 33 K-R2 Q-KR8, 34 Q-Q7, and Black resigns.

(9) Kt-KKt5 looks promising, but is not as good as the text.

(10) B-K3 would, we believe, be better.

(11) PxP much better.

(12) To escape more serious loss White is now compelled to sacrifice a Piece.

(13) White has now three Pawns for the Piece, and has not only relieved himself from the pressure of Black's attack, but has turned the tables upon his opponent.

(14) Continued: 21 Q-Kt3 B-K4, 22 Kt-Kt5 KR-KBsq, 23 P-Kt4 B-Bsq, 24 Kt-B3 (the last series of moves was played by White with equal judgment and ingenuity; the retreat of the Kt, however, was at least premature. He should first have played QR-Ktsq, which would have rendered the move when made afterwards more effective) KtxKtP, 25 BxKt Kt-B7, 26 KtxB (the position is very complicated, requiring great nicety of play) QxKt, 27 KR-Bsq KtxR, 28 B-KB4 QxKP, 28 BxR Kt-K6, 30 R-Ksq BxP (this move ensures a speedy victory), 31 B-R5 (we see nothing better, for if 31 RxKt Q-R8ch, winning in a few moves; and if 31 Q-Q3, Black replies with Q-B3, winning easily) RxB, 32 RxKt Q-R8ch, 33 B-Qsq R-Qsq, 34 P-B4 QxP, 35 R-K2 Q-B5ch, 36 Q-K3 QxPch, 37 B-B2 BxB, and White resigns.

(15) The Q is in better play at Q4, before the hostile B is in the field. 6 Q-Q4 prevents the B from attacking, and condemns Black to a more or less slavish defence. (See also note 1.)

(16) B-K3 preferable.

(17) This is the resource which, if White is not careful, always turns the *début* to Black's advantage.

(18) Continued: 21 QKt-K4 R-Bsq, 22 Kt-B6ch K-Kt2, 23 KKtxP R-Qsq, 24 Q-KB3 B-B4, 25 R-KBsq Q-B4, 26 P-Kt4 BxBP, 27 P-K6 Q-K4, 28 P-KR4 R-Q7, 29 Q-B4 QxQ, 30 RxQ R-K7, 31 Kt-Kt5 R-KBsq, 32 P-R5 RxKt, 33 P-B6ch KxP, 34 RxR KxKt, and White resigns.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	7	8	9	10	11	12
	Chess Player 1851.	Chess Play's. Chron. 1847.	Chess Play's. Mag. 1867.	Chess Play's. Chron. 1849.	Chess Play's. Chron. 1847.	Chess Play's. Chron. 1847.
	<u>Horner.</u>	<u>V. Carnap.</u>	<u>Murphy.</u>	<u>Kenny.</u>	<u>Matthews.</u>	<u>Matthews.</u>
	<u>Drew.</u>	<u>Harwitz.</u>	<u>Steinitz.</u>	<u>Williams.</u>	<u>Slous.</u>	<u>Slous.</u>
1	P-K4					
	Kt-QB3					
2	P-Q4					
	P-K4					
3	PxP					
	KtxP					
4	P-KB4					
	Kt-B2					Kt-Kt3
5	B-B4				Kt-KB3	Kt-KB3
	KKt-R3				B-K2	B-B4
6	Kt-KB3			B-K3	B-B4	B-B4
	B-B4			B-Kt5ch	Kt-Q3 (12)	Kt-B3
7	Kt-Kt5		Q-Q5 (4)	P-B3	BxKt	P-B5
	Q-K2		Q-K2	B-R4	RxB	Kt-K2
8	Kt-QB3		Kt-B3	Kt-B3	Kt-B3	Kt-B3
	B-B7ch	P-B3	P-B3	Castles	Kt-B2	P-Q3
9	KxB	Q-K2	Q-Q3	Castles	Castles	Kt-KKt5
	Q-B4ch	P-Kt4	P-Q4	P-Q3	P-Q3	R-Bsq
10	B-K3	B-Kt3	B-Kt3	QKt-Q2	P-KR3	KtxP
	QxKB	P-R4	B-B4	Kt-Kt5	P-B3	P-Q4
11	KtxKt	P-QR3	BxP (5)	Q-K2	Kt-Q4	KtxKtch16
	QxKt	P-R5	PxB	B-Kt3	R-Rsq	RxKt
12	P-B5	B-R2	Q-Kt5ch	B-Q4	Q-B3	KtxP
	Q-B3	B-R3	B-Q2	K-Rsq	P-KR4	KtxKt
13	Kt-Q5	Q-R5	QxP	P-B5	P-B5	BxKt
	Q-R5ch	P-Kt3	Castles	Kt(B2)-K4	Kt-K4	P-B3
14	P-Kt3	Q-B3	QxQP	BxP	Q-Kt3	Q-R5ch
	Kt-Kt5ch	KtxKt	B-K3	RPxB	P-R5	K-K2
15	K-Ktsq	PxKt	Q-Qsq	P-KR3	Q-B2 (13)	B-Kt3 (17)
	KtxB	R-KBsq	B-B5!	KtxKtch	B-B3	Q-Q5
16	PxQ	B-KB4	P-QKt3	KtxKt	B-B4	Q-B3
	KtxQ	Kt-B4 (1)	QR-Qsq	Kt-B3	Q-K2	BxP (18)
17	RxKt	CastlesQR	B-Q2	QR-Qsq (9)	P-R4	PxB
	K-Qsq	Kt-Q5	B-R3	Q-K2	B-Q2 (14)	Q-K4ch
18	K-B2	Q-Kt3	P-K5	QR-Ksq	P-QKt4	Q-K2
	R-Bsq	Castles	KtxP (6)	P-QKt4	R-KBsq	RxP
19	P-R5	B-K3	PxKt	B-Kt3 (10)	KR-Ksq	QxQch
	P-KKt3	Kt-K3	QxPch	B-Q2	P-KKt4	RxQch
20	Kt-B4, and wins.	P-R4 (2) BxP (3)	Kt-K2 (7) RxKt (8)	P-R3 QR-K1 (11)	BxKt BxB (15)	K-Qsq R-Qsqch (19)

NOTES (extracted and condensed).

(1) Bringing this Kt at once into co-operation with the other forces in the centre of the field is an important circumstance in favour of Black's game.

(2) Better perhaps to have taken the Kt with B.

(3) Continued: 21 B-R7 K-Kt2, 22 Q-K3 B-B4, 23 BxB KtxB, 24 KR-Ksq P-Kt5, 25 Kt-K2 BxKt, 26 BxB R-QRsq, 27 Q-Q4 P-Kt6, 28 PxP PxP, 29 B-Ktsq R-B5, 30 Q-K3 Q-K4, 31 Q-QB3 Q-B5ch, 32 R-K3 P-Q4 (this game is ingeniously played by Black, and exhibits many points of interest and instruction), 33 PxP R-B5, and wins.

(4) More showy than effective.

(5) As he must lose a Pawn White plays to obtain an equivalent.

(6) The key-move of a brilliant combination.

(7) If he had taken the Q, he would, of course, have been mated on the move.

(8) Continued: 21 PxR BxKt, 22 P-KB4 (QxB would be answered by QxRch, and then the terrible Black R would come in at Ksq) Q-K5, and White resigns.

(9) A lost move. Why not R-Ksq at once?

(10) Taking the P would have been very bad play.

(11) Had he played P-R3, White would have moved Kt to R4. The game was continued: 21 Kt-Kt5 P-R3, 22 Kt-K6 BxKt, 23 BxB P-B3, 24 P-K5 PxP, 25 QxP (the game is very interesting from this point) Kt-Q2, 26 Q-Q4 Kt-B3, 27 Q-B2 Q-QB2, 28 Q-R4 R-K2, 29 R-Qsq Kt-R2, 30 Q-QKt4 (preventing the Kt from playing to KKt4, which, if he move, White wins a R, by playing R-Q7) R-B3, 31 Q-KB4 (well played, offering an exchange of Queens, foreseeing that Black must lose the exchange, at least, if he afterwards capture the B with R) QxQ, 32 RxQ R(K2)xB, 33 R-Q8ch Kt-Bsq (interposing the R would have prolonged the game; White, even then, wins the exchange, and must eventually win the game), 34 PxR RxR, 35 P-K7, and wins.

(12) Cannot commend this novelty, which seems to add to the constraint the Opening itself imposes upon Black's forces.

(13) He would not take the KKtP, on account of B-B3.

(14) Preparing for Castling on this side.

(15) Continued: 21 Q-Q2 Q-Kt2, 22 Kt(Q4)-K2 P-Kt5, 23 PxP QxP, 24 Q-K3 R-KKtsq, 25 Q-B2 P-R6, 26 P-Kt3 BxP, 27 KtxB QxKtch, 28 QxQ RxQch, 29 K-R2 RxKt, 30 R-K2 K-K2, and Black wins.

(16) Better, it would seem, to have taken the R, although the move in the text looks promising enough, if well followed up.

(17) We should have preferred P-K5.

(18) This is a good move, and turns the scale at once in favour of Black's game.

(19) Continued: 21 B-Q2 B-K6, 22 K-Bsq RxB, 23 K-Ktsq RxKtP, 24 P-QR3 B-B5, 25 P-R3 P-QKt4, 26 K-R2 P-B4, 27 KR-KBsq P-Kt4, 28 P-B4 R(K4)-K7, 29 QR-Ksq B-K4 (here also, Black plays with great care and ingenuity), 30 BxR RxR, 31 R-QKtsq P-R3, 32 PxP PxP, 33 B-Qsq R-Q7, 34 B-Kt4 P-B5, 35 P-QB4 P-Kt5, and Black ultimately won the game.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	13	14	15	16	17	18
	Chess Play's. Chron. 1847. Kenny. Williams.	Chess Play's. Chron. 1848. Kenny. Lowe.	Chess Play's. Chron. 1848. Kenny. Williams.	Chess Play's. Chron. 1846. Laigle. Harwitz.	Chess Play's. Chron. 1847. V. Carnap. Harwitz.	Chess Play's. Chron. 1848. Medley. Harwitz.
1	P-K4 Kt-QB3					
2	P-Q4 P-K4					
3	P-Q5 QKt-K2					
4	B-KKt5 P-Q3 (1)					
5	Kt-QB3 Kt-KB3 (2)			B-Q3 Kt-KB3		
6	BxKt Px B		B-Q2 B-Kt5 BxB	BxKt Px B	Q-Q2 BxB	P-KB4 Kt-KB3 Kt-KB3
7	Q-R5ch Kt-Kt3		Kt x B Q-Q2	Q-R5ch Kt-Kt3	Kt-K2 Kt-B3	Kt-R4 P-B3
8	P-B4 PxP		P-QB4 Kt-Kt3	Kt-KB3 B-Kt2	Kt-Kt3 Castles	Kt-QB3 Q-Kt3
9	R-Q3 B-Kt2	KKt-K2 K-K2	Kt-KB3 P-QR3	Kt-R4 K-B2	Kt-Q2 Kt-Kt5	Castles B-Kt5
10	Kt-B3 Castles	Kt-Q4 B-Kt2	Kt-B3 P-R3	Kt-QB3 B-Q2	Kt-B3 P-B3	Q-Q2 Castles
11	CastlesQR Kt-K4	B-K2 K-B2	B-K3 Kt-B3	Kt-K2 P-B3	P-KR3 Kt-B3 (12)	P-KR3 B-Q2
12	P-KR3 B-Q2	B-Kt4 Q-K2	P-KR3 B-K2 (9)	CastlesKR B-Ksq	P-B4 P-KKt3	P-R4 P-B4
13	KR-Bsq B-Ksq	B-K6ch BxB	Q-B2 Kt-R4	P-KB4 K-Ktsq	Q-Q2 K-Kt2	P-R5 (15) Q-B2
14	Q-R4 Kt-Kt3	Kt x B (6) P-QR3	Kt-K2 CastlesKR	P-B5 Kt x Kt	P-KR4 Q-Kt5	Kt-R2 (16) P-B5
15	Q-B2 P-QB4	Kt-K2 K-Ktsq	Q-B3 P-B4	Q x Kt PxP	Kt-Kt5 P-KR3	KR-Bsq K-Ktsq
16	Kt-KR4 R-Ktsq	Kt(K2)-Q4 B-Bsq	P-QKt4 P-Kt3	P x P P-KR4	Kt-B3 P-QR4	P-QKt3(17) B x P
17	Kt-B5 P-Kt4	CastlesQR P-Kt4	P x P KtPxP	K-Rsq B-R3	R-R3 (13) P-R5	P x P B-Bsq
18	P-QKt3 Q-B2 (3)	Q-Kt4 K-B2	B-QKtsq B-Qsq	Q-Kt3ch K-Bsq	Kt-B5ch B x Kt	KR-Ktsq K-Rsq
19	P-KR4 P-B5	Kt x QBP(7) R-R2	Kt-Q2 P-R4	P-KR4 R-KKtsq	P x B P-K5	Kt-Kt4 P-R3
20	P x P (4) P x P (5)	Q-K6ch Q x Q (8)	Castles P-R5 (10)	Q-B3 R-Kt5 (11)	R-Kt3 Q x BP (14)	B-K3 Q-Q2 (18)

NOTES (extracted and condensed).

(1) This is the modern way of defending this Opening, and it is unquestionably superior to the usual move, in old times, of Kt-KB3.

(2) Inferior to Q-Q2.

(3) Q-R4 looks much more promising.

(4) Better securely to have retreated the B, than to open such an avenue to the King's quarters.

(5) Continued : 21 B-K2 Q-R4, 22 K-Q2 Kt-K4, 23 KtxP (this was not judicious ; if, instead of so playing, he had taken off the KB, his game would have been defensible) P-B6 (Black plays the termination of the game extremely well), 24 PxP P-B4, 25 R-KKtsq Kt-Kt5, 26 RxKt, and Black mates in three moves.

(6) By taking with the Pawn ch, he might have won the game in a few moves.

(7) Very neat. If Black take the Kt, mate follows in two moves.

(8) Continued : 21 Kt(B7)xQ (again White missed his way, in not taking with his QP) B-K2, 22 KR-Bsq R-QBsq, 23 KtxBP Kt-K4, 24 P-QKt3 QR-B2, 25 R-Q2 K-Ktsq, 26 Kt-Q3 P-QR4, 27 KtxKt BPxKt, 28 Kt-K6 R-B6, 29 R-B3 P-Kt5, 30 RxR RxR, 31 R-Q3 (White's system of challenging exchanges is a safe game, if not the most chivalrous) R-Bsq, 32 R-Kt3ch K-Rsq, 33 R-Kt7 R-Ksq, 34 K-Q2 P-R3, 35 K-Q3 B-Kt4, 36 R-QR7 R-QBsq, 37 R-QB7 (KtxB, and then RxP, would have been better play) R-KKtsq, 38 R-Q7 B-B8, 39 P-Kt3 R-QBsq, 40 R-Q8ch RxR, 41 KtxR B-Kt7, 42 Kt-Kt7, and Black resigns.

(9) Black has a better developed game than he ought to obtain at these odds.

(10) Continued : 21 R-Kt5 Kt(R4)-B5, 22 KtxKt KtxKt, 23 BxKt RxR, 24 KR-Ktsq Q-KB2, 25 R-Kt8 RxR, 26 RxR Q-B2, 27 R-R8 Q-Q2, 28 Q-R5 (White manages to keep his adversary completely on the defensive now) R-Bsq, 29 QxRP Q-KB2, 30 Kt-B3 Q-Kt3, 31 Q-Q7 K-R2, 32 Kt-R4 (we cannot readily understand the farther prolongation of the game ; White had now simply to take the B, and Black had only to resign, e.g., 32 RxR RxKt, 33 Q-B8 Q-Kt4, and White mates in three ; if he move his Q elsewhere he loses the R). Black ultimately resigned.

(11) Continued : 21 P-KKt3 B-B2, 22 B-K4 P-R4, 23 P-B4 P-Kt4, 24 P-Kt3 P-R5, 25 K-R2 Q-B2, 26 Q-Q3 Q-B4, 27 PxKtP B-K6, 28 R-B3 B-R3, 29 KR-Bsq PxP, 30 PxP RxR, 31 RxR Q-KB7ch, 32 K-R3 B-B5 (finely played), 33 Q-KB3 QxKt (here Black overlooked a very speedy and efficacious way to settle the game ; he should have played RxRPch, and mated next move), 34 QxQ RxKtPch, 35 K-R2 R-K6ch, and wins.

(12) We should have thought Kt-R3 less disadvantageous.

(13) Well conceived. After this White seems to have a very promising attack.

(14) Continued : 21 Kt-Q4 Q-K4, 22 Kt-K6ch K-R2, 23 KtxRch RxKt, 24 B-K2 PxP, 25 PxP (hardly so good as Castling, since it gives the Kt so much scope for annoyance) KtxP, 26 Q-B2 BxP, 27 Castles BxR, 28 PxP P-R6 (this is the game move ; White may delay, but he cannot now avert defeat), 29 Q-Kt3 PxPch, 30 K-Q2 P-K6ch, 31 K-Ksq (if K-Q3 R-Bsq wins easily) QxP mate.

(15) P-QKt4, to make an opening on the K, might have been safely tried.

(16) This seems done to induce the advance of Black's QBP.

(17) White plays very ingeniously here. If his adversary venture to take B or P he must lose a Piece, because his Q has no escape, when White retakes, but to interpose the B or Kt.

(18) Continued : 21 B-Kt6 R-Ksq, 22 Q-K2 Q-Kt5, 23 P-KB3 (the proper style ; with such an attack White can spare a Kt) QxKt, 24 P-B5 Kt-Kt5, 25 PxP (this was a grave fault, by which, instead of winning the game off-hand, White contrived to lose it. His proper move, and one which left Black almost without resource, was P-B6. The attack had been well sustained thus far). Black ultimately won.

CHess AT ODDS.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	19	20	21	22	23	24
	Chess Play's. Chron. 1848. Kenny. Williams.	Chess Play's. Chron. 1852. Sheppard. Kennedy.	Chess Play's. Chron. 1841. Lewis. D.Chappelles	Chess Play's. Chron. 1861. Devinck. Harrwitz.	Chess Play's. Chron. 1841. Lewis. D.Chappelles	Chess Play's. Chron. 1841. Lewis. D.Chappelles
1	P-K4 Kt-QB3					
2	P-Q4 P-K4					
3	P-Q5 QKt-K2					
4	B-KKt5 P-Q3				Kt-KB3	
5	B-Q3 P-KR3	B-K2 Kt-KB3	BxKt QxB	P-QB4 P-QR3	BxKt PxB	
6	BxKt QxB	BxKt PxB	B-Q3 P-KKt3	Kt-QB3 Q-Q2	Q-R5ch Kt-Kt3	
7	Kt-KB3 (1) Kt-B3	B-R5ch Kt-Kt3	Kt-K2 (8) B-R3	P-KR3 Kt-Kt3	Kt-KB3 B-B4	Q-K2
8	P-B4 Q-B2	Kt-KB3 P-KB4	Kt-Q2 Kt-B3	B-Q3 P-R3	Kt-R4 K-B2	P-Q6 QxP
9	QKt-Q2 B-K2	Q-Q3 PxB	Kt-KB3 Castles	Q-R5 Q-B2	P-Q6 (15) Q-Bsq	Kt-R4 B-Kt2 (19)
10	Castles Castles	QxP Q-B3	Kt-Kt3 B-Kt5	B-K3 Kt-B3	B-B4ch K-Ksq	KtxKt PxBt
11	Q-B2 Kt-R4	Kt-B3 (5) B-B4	P-KR3 BxKt	Q-K2 B-K2	KtxKt PxBt	QxKtPch K-Bsq
12	P-KKt3 (2) B-R6	Q-QR4ch P-B3 (6)	PxB B-B5	Kt-B3 Castles	QxKtPch K-Qsq	B-B4 Q-K2
13	KR-Ksq Q-Kt3	PxB P-Kt3	Q-K2 R-B2	CastlesKR B-Q2 (13)	PxPch KxP	Castles R-R3
14	B-Bsq Kt-B5	Kt-Q5 Q-Kt2	Q-Bsq (9) QR-KBsq	Kt-R2 Kt-R2	Castles R-R3	Q-Kt3 P-B3
15	K-Rsq BxB	KtxP BxP	Q-Kt2 K-Rsq	Kt-Kt4 B-KKt4	Q-Kt3 (16) P-Q3	Kt-B3 P-Q3
16	RxB Kt-R6	P-QKt3 PxBt	P-KR4 Q-Q2	P-B3 P-KR4	Kt-B3 B-Q2	QR-Qsq P-KB4
17	QR-Ksq Q-Kt5	QxRch K-B2	Q-R3 Q-R5 (10)	Kt-B2 Kt-B5	Kt-Q5ch K-Qsq	P-B4 P-Q4
18	Q-B3 R-B2	P-B7 P-K5	P-B3 Q-R4 (11)	Q-Q2 Q-Kt3	P-Kt4 B-Kt3	B-Kt3 (20) QPxB
19	R-K3 QR-KBsq	Q-Q5ch K-K2	K-K2 Q-Kt3	BxKt BxB	KtxB PxBt	KtxP (21) PxBt
20	P-B5 (3) B-Kt4 (4)	Q-KKt5ch K-Q2 (7)	QR-QKtsq P-B3 (12)	Q-B2 Q-Kt6 (14)	Q-Kt8 (17) QxQ (18)	PxPch K-Ksq (22)

NOTES (extracted and condensed).

- (1) Q-R5ch would, perhaps, have been better play.
- (2) This subjects White to an attack from which it is difficult to escape.
- (3) He appears to have no better move.
- (4) Continued: 21 KtxB KtxPch, 22 K-Kt2 Kt-Q8, 23 Q-Kt3 (RxR would have been better; the game would probably have continued thus: 23 RxR KtxQ, 24 RxRch KxR, 25 Kt-K6ch K-Ktsq, 26 PxKt, and White would have been left with a Rook and two Knights against Queen) RxR, 24 KtxR R-B7ch, 25 K-Ktsq PxKt, 26 QxKt QxQ, 27 KxR Q-B7ch, 28 R-K2 QxBPch, 29 Kt-K3, and after many moves Black won the game.
- (5) Kt-R4 looks more forcing and vigorous.
- (6) Surely this was a needless risk. Why not have retreated the B to Q2?
- (7) Continued: 21 Q-Q8ch, and Black resigns.
- (8) When the odds of Pawn and move, or Pawn and two moves are given, and the second player advances his KKtP one square, it is usually good play to throw up the KRp two squares immediately.
- (9) This defensive mode of warfare is not generally the best calculated to win success for the party receiving the Pawn and move; and in the present instance we must confess that Mr. Lewis does not appear to have availed himself of all the advantages which the Opening affords.
- (10) Black might have gained at least a Pawn, we believe, if he had taken the Kt with B, instead of moving his Q.
- (11) At this point, also, Black could have taken the Kt with great advantage.
- (12) Continued: 21 P-R5 BxKt, 22 PxP PxRP, 23 R-R2 R-K2 (Black here overlooked an obvious way to win the game, e.g.: 23 Kt-Kt5, 24 PxKt—if 24 K-Qsq Q-Kt8ch, winning at least a Rook—R-B7ch, and must win in three or four moves; White has several other ways of playing, but none which can save the game), 24 K-Q2 R(K2)-B2, 25 K-B2 Q-K6 (Kt-Kt5 would even now have given a winning position to Black), 26 R-KBsq Q-Kt3, 27 PxP PxP, 28 Q-K6 Q-B2, 29 R(R2)-Rsq R-Ksq, 30 Q-B5 P-Q4, 31 R-R2 Q-Q3, 32 K-Ktsq R(Ksq)-KBsq, 33 PxP KtxP, 34 QxP(R5) KtxPch, 35 K-B2 R-Qsq, 36 Q-Kt6 QxQ (P-K5 would, perhaps, have been better play), 37 BxQ R-KKt2, 38 BxP RxP, 39 RxRch KxR, 40 KxKt K-Kt3, 41 R-Ksq K-B4, 42 R-K4 R-Q2, 43 R-KR4 K-K3, 44 R-R5 R-KB2; Black must now win a P; the game was, therefore, given up as drawn.
- (13) Kt-R4 would have given Black an almost irresistible attack.
- (14) Continued: 21 KR-Ksq Kt-Kt4, 22 K-Bsq KtxBP, 23 PxKt QxBP, 24 R-K2 B-K6, 25 K-Ksq BxP, 26 QKt-Qsq Q-R8ch, 27 KtxQ R-B8 mate.
- (15) The opening of this game is very finely played by White.
- (16) We think that Q-Kt8 would have been a better move.
- (17) The adverse QB being in action, this move was no longer a good one.
- (18) Continued: 21 BxQ R-Kt3, 22 B-Q5 (by playing B-B7 we believe White might have placed him, in two or three moves, at his third square; and, by so doing, have avoided the exchange of R for B) B-R6, 23 P-Kt3 BxR, 24 KxB K-B2, 25 P-QR4 R-KBsq, 26 K-K2 P-B4, 27 R-R3 R-R3, 28 P-R4 P-B5, 29 R-KB3 R(Bsq)-B3, 30 P-Kt5 K-Ktsq, 31 K-Ksq R-R2, 32 K-K2 R-QB2, 33 K-Q2 R-Kt2, 34 K-K2 R-B2, 35 K-Q2, drawn game.
- (19) He would have gained no advantage by checking with the Q at Kt5.
- (20) If White had taken the QP with P, his opponent might have won the B.
- (21) This is a skilful and decisive move.
- (22) Continued: 21 B-B7ch QxB, 22 RxQ KxR, 23 Q-Kt3ch K-K2, 24 Q-Kt8 B-Bsq, 25 Q-Kt5ch K-B2, 26 R-KBsqch K-Ksq, 27 Q-Kt8, and Black resigns.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	25	26	27	28	29	30
	Chess Play's. Chron. 1854. Brien. Lowenthal.	Chess Play's. Chron. 1841. Devinck. St. Amant.	Chess Play's. Chron. 1847. Mongredien. Harrwitz.	Chess Play's. Chron. 1847. Mongredien. Harrwitz.	Chess Play's. Chron. 1847. Mongredien. Harrwitz.	Chess Play's. Chron. 1852. Amateur. Staunton.
1	P-K4					
	Kt-QB3					
2	P-Q4					
	P-K4					
3	P-Q5					
	QKt-K2					
4	B-KKt5		B-Q3			Kt-KB3
	Kt-KB3 (1)	P-KKt3	P-Q3			Kt-Kt3
5	BxKt	P-KR4	B-KKt5			B-Q3
	PxB	P-KR3	Kt-KB3		Q-Q2	B-B4
6	Q-R5ch	BxKt	BxKt		Kt-QB3	Castles
	Kt-Kt3	QxB	PxB		P-KR3	Kt-B3
7	Kt-KB3	Q-Kt4	Kt-QB3	Q-R5ch	B-K3	P-QR3
	Q-K2 (A)	Q-Kt5ch	Kt-Kt3	Kt-Kt3	Kt-KB3	Castles
8	P-Q6 (2)	Kt-Q2	Q-R5	P-KB4	P-B4	P-QKt4
	PxP	Kt-K2	B-Kt2	K-Q2	Kt-Kt5	B-Kt3
9	Kt-B3	P-QKt3	P-B4	P-KKt3	B-Q2	P-B4
	Q-B2	P-KR4	Castles	P-B3	PxP	P-Q3
10	Kt-Q5	Q-B3	P-B5	P-B5	BxP	B-K3
	K-Qsq	B-R3	Kt-B5	Kt-K2	Kt-Kt3	B-Kt5
11	B-B4	P-B3	Q-Kt4	Q-B7	B-Kt3	P-B5
	Q-Kt2	BxKtch	P-KR4	Q-R4ch	B-K2	PxP
12	Q-B5	KxB	Q-Kt3	Kt-QB3	P-KR3	PxP
	B-K2	Q-R6	P-R5	PxP	Kt-K6	B-QR4
13	CastlesQR	K-B2	Q-Kt4	Castles	Q-K2	B-KKt5
	R-Bsq	P-Q3	P-B3	B-R3ch	Kt-R5	P-KR3
14	R-Q3	B-Q3	P-KKt3	K-Ktsq	R-R2 (7)	B-Q2
	P-Kt3	P-R4	KtxBeh	R-Bsq	B-Kt4	BxB
15	B-Kt5	Kt-K2	PxKt	QxRP	Kt-B3	QKtxB
	P-QR3 (3)	B-Kt5	Q-Kt3	B-K6	KtxKtch	Kt-R4
16	KtxKtP	Q-K3	Castles	KtxP	PxKt	Q-Kt3
	R-QKtsq	CastlesKR	Q-K6ch	R-Ksq	Q-B2	BxKt
17	BxQP	P-B3	K-Ktsq	KtxPch	P-KR4	KtxB
	Kt-B5	B-Q2	Q-Kt4	K-Qsq	B-B5	RxKt
18	BxB	KR-QKtsq	Q-B3	KtxR	BxB	PxR
	KtxRch	K-Kt2	B-Q2	KxKt	QxB	Kt-R5 (9)
19	PxKt	Q-Kt5	Kt-R3	P-B6	Q-B2	K-Rsq
	Resigns.	Kt-Bsq	Q-R3	Kt-B3	Castles	KtxP
20		Q-K3	PxRP	P-B7ch	K-K2	B-K2
		P-QKt4 (4)	QxP (5)	Resigns. (6)	B-Kt5 (8)	Kt-Q5 (10)

NOTES (extracted and condensed).

- (A) See also columns 23 and 24.
- (1) This was the usual mode of playing the Opening a few years back, but we do not think it the most favourable for the defence.
- (2) The best way to keep up the attack, and confine Black's forces.
- (3) It matters little what poor Black plays.
- (4) Continued: 21 P-QB4 P-B4, 22 Kt-B3 P-Kt5, 23 Kt-Kt5 BxKt, 24 PxP P-R5, 25 B-B4 Kt-Kt3, 26 Q-Q3 PxPch, 27 PxP QxR, 28 RxQ RxR, 29 Q-K3 KR-QRsq, 30 Q-Kt5 KR-R7ch, 31 K-Q3 R-Q8ch, 32 K-K3 R-K8ch, drawn game.
- (5) Continued: 21 KR-Ktsq B-Ksq, 22 Q-Kt2 Q-R3, 23 Kt-B2 P-Kt4, 24 Kt-Kt4 Q-R2, 25 PxP BxP, 26 P-KR4 P-Kt5, 27 P-R5 (the game is very well played, especially on White's part) PxKt, 28 P-R6 KR-Ktsq, 29 KtxBPch K-B2, 30 KtxQ RxPch, 31 QxR PxQ, 32 RxBch, and Black resigns.
- (6) White plays throughout in the true sledge-hammer style, never giving his opponent hope or rest. We suspect, in a series of games, Black would find he had overtaxed his great capabilities, in venturing odds against so formidable an adversary.
- (7) White would have gained nothing by BxKt, although it looks as if the other Kt was compromised beyond escape.
- (8) Finely played. The game was continued as follows: 21 PxP QxKtPch, 22 KxKt RxQ, 23 RxR QxRP, 24 QR-KBsq R-Ksq, 25 Kt-Kt5 Q-Kt6ch, 26 K-Q2 P-B3, 27 PxP PxP, 28 Kt-Q4 P-Q4, 29 Kt-B5 Q-Kt4ch, 30 K-Qsq PxP, 31 Kt-Q6 Q-KR4ch, 32 K-Bsq PxP, 33 KtxR QxKt, 34 PxP Q-K6ch, 35 K-B2 Q-B4ch, 36 K-Ktsq P-Kt4, 37 R-B6 K-Kt2, 38 R-B7ch K-Kt3, 39 QR-B6ch K-R4, 40 P-R3 Q-Q5 (prepared to exchange the Queen for two Rooks, whenever the opportunity occurs), 41 K-B2 P-Kt5, 42 R-B4 Q-B4ch, 43 K-Q2 K-Kt4, 44 R-B4 Q-K4, 45 P-Q4 Q-R7ch, 46 K-B3 Q-Kt6ch, 47 K-Kt4 Q-K8ch, 48 K-R4 Q-K3, 49 R-QB5ch K-R5, 50 R-B7 P-Kt6, 51 R(B7)xBP Q-Ksq, 52 K-R5 P-R4, 53 R-Bsq P-Kt7, 54 R(B6)-B2 Q-Qsqch, 55 K-R4 QxPch, 56 R-B4 P-Kt8(Q), and White resigns.
- (9) Threatening mate in two.
- (10) Continued: 21 Q-K3 (Q-Kt2 would, perhaps, have been better) Kt-B5, 22 B-Q3 Q-R5, 23 QR-Qsq (to enable him to move Q-KKt3, and challenge an exchange of Queens) R-KBsq, 24 Q-Kt3 Q-R4, 25 R-KKtsq P-KKt4, 26 B-B4 (the young player will find that if White had now attempted to change off the Queens, he would have lost R and P for Kt; for example, suppose 26 Q-Kt4 QxQ, 27 RxQ Kt-R6, 28 R-Kt2 (best) KtxPch, 29 RxKt RxR, and Black should win) Kt-R6, 27 QR-KBsq KtxR, 28 RxKt K-R2, 29 QxKP (a fatal slip; he does not appear, however, at this juncture to have any good move; if he had played the natural move of P-Q6, he would have lost a P for nothing; e.g.: 29 P-Q6 PxP, 30 PxP R-Qsq, and as White dare not take the KP, he cannot save the P at Q6) Q-B6ch, 30 R-Kt2 Q-Q8ch, 31 R-Ktsq QxRch, 32 KxQ Kt-B6ch, and wins.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	31.	32	33	34	35	36
	Chess Play's. Chron. 1846. Amateur. Mr. —	Chess Play's. Chron. 1850. Tilghman. Harwitz.	Chess Play's. Chron. 1840. Zytogorski. Hon. Secrety. London C. C.	Chess Play's. Chron. 1840. Zytogorski. Hon. Secrety. London C. C.	Chess Play's. Chron. 1840. Mr. — C. T.	Chess Play's. Chron. 1854. Wyvill. Staunton.
1	P-K4 Kt-QB3					
2	P-Q4 P-K4					
3	P-QB3 Kt-B3			P-Q QKt-K2		B-QKt5 (21) PxP (22)
4	B-KKt5 B-K2		PxP PxP B-Kt5ch	P-KB4 P-Q3	PxP	BxKt QPxB
5	P-Q5 Kt-QKtsq	BxKt BxB	B-Q2 BxBch	PxP PxP	BxP P-Q3	Q-R5ch K-Q2
6	Kt-Q2 Castles	Kt-B3 Castles	Kt-B3 (10) Kt-B3 (10)	B-KKt5 Kt-KB3	Kt-KB3 Kt-KB3	Kt-KB3 Q-Ksq
7	KKt-B3 P-Q3	B-B4ch K-Rsq	P-K5 Q-K2	BxKt PxP	B-Q3 Kt-Kt3	Kt-K5ch K-K2
8	B-Q3 (1) KtxQP	Castles P-Q3	KKt-B3 P-Q3	Q-R5ch Kt-Kt3	B-Kt3 B-K2	Q-R4ch Kt-B3
9	BxB KtxB	PxP BxB	B-Kt5 Castles	Kt-KB3 Q-Q3 (17)	Castles Castles	B-Kt5 B-K3
10	B-B4ch K-Rsq	KtxB KtxKt	BxKt PxP	Kt-R4 B-K3	P-B4 P-B3	Castles P-KR3
11	Kt-Kt5 (2) Q-Ksq	Kt-Q2 Q-R5	Castles PxP	PxB Castles	Q-B2 PxP	P-KB4 R-KKtsq
12	Q-Kt3 P-KR3	B-K2 B-K3	PxP Kt-Q4	KtxKt PxKt	KPxP Kt-Rsq	BxKtch PxP
13	P-KR4 (3) QKt-B3	Kt-B3 QxKP	Q-Bsq (11) B-Q2	Q-K2 (18) B-R3	Kt-Kt5 P-KKt3	P-B5 B-B2
14	QKt-B3 P-KKt3 (4)	KtxKt QxKt	Kt-K4 Kt-B5	P-QR3 KR-Ksq	Kt-Q2 Kt-Kt5	Kt-Kt4 R-Kt4
15	B-B7 Q-Qsq	B-B3 R-B3	Kt-B6ch(12) QxKt (13)	P-KKt3 RxP	RxRch QxR	KtxBP KxKt
16	Kt-K6 BxKt	R-Ksq Q-QB4	PxQ Kt-K7ch	B-R3 P-KB4	R-KBsq Q-Kt2	Kt-Q2 B-R4
17	QxB K-Kt2	R-K3 (7) P-B3	K-Rsq KtxQ	PxP R-B3	B-B4 Q-Q5ch	P-K5ch(23) K-Kt2
18	Kt-Kt5 (5) PxKt	Q-K2 B-B5 (3)	Kt-K5 QR-Q1 (14)	Castles K-Ktsq	K-Rsq Kt-B7ch	P-K6 R-Kt5
19	PxP RxP	R-K8ch R-KBsq	P-B7ch(15) K-Rsq	K-Rsq PxP	RxKt QxR	Q-B2 B-Q3
20	R-R7ch KxR (6)	RxQR RxR (9)	QRxKt B-K3 (16)	RxP Q-Q4ch(19)	P-KKt3 BxKt (20)	QR-Ksq R-Qsq (24)

NOTES (extracted and condensed).

(1) Losing a centre Pawn. This is a slip we should hardly have expected from a player who exhibits so much ability as White does in his subsequent moves.

(2) From this point the attack is kept up with a great deal of spirit.

(3) All in the best style.

(4) This is to enable him to capture the Kt.

(5) Well conceived.

(6) Continued: 21 QxRch K-Rsq, 22 Castles (we seldom see a prettier ending), and White mates in two moves.

(7) White's play at the Opening is certainly not commendable; he has heedlessly thrown away the Pawn and all the vantage ground of his first move. From this point, however, he rouses himself, and carries off the victory by sheer dint of bold fighting and good generalship.

(8) This might alarm an inexperienced player, but White is evidently too old a soldier to be frightened by straws.

(9) Continued: 21 Q-K7 B-R3, 22 R-Qsq (R-Ksq looks more promising, yet upon examination the move made turns out to be the better play) Q-K4, 23 QxQP QxQ, 24 RxQ R-Ksq, 25 R-Qsq P-KKt3, 26 P-KR3 K-Kt2, 27 P-KKt4 K-B3, 28 K-Kt2 B-K7, 29 R-Q7 BxBch, 30 KxB R-K2, 31 RxR KxR, 32 P-Kt5 K-Q3, 33 K-K4 P-B4, 34 P-QB4 K-K3, 35 P-B4 P-QR3, 36 P-QR4 P-Kt3, 37 P-Kt3 K-Q3, 38 P-R4 P-QR4, 39 P-B5 PxPch, 40 KxP K-K2, 41 P-Kt6 PxPch, 42 KxP, and Black resigns.

(10) He would have played ill in taking the QP.

(11) We should have preferred R-Bsq, bringing another Piece into action.

(12) Very cleverly played.

(13) RxKt or PxKt would not have been good.

(14) Black should have played Kt-Q6, when he would have gained a Pawn, since White, by taking the B, must have lost a Piece.

(15) He would not have improved his position by PxP.

(16) Continued: 21 RxP BxBP, 22 KtxBch RxKt, 23 R-B2 (the young player will perceive that Black threatened RxP, and, if White took the Piece, to mate with the other Rook next move). Black resigned at the 52nd move.

(17) He should have played B-Kt2.

(18) Had he taken the R he must have lost his Q.

(19) Continued: 21 K-Ktsq RxR, 22 BxR Q-Q5ch, 23 K-Kt2 QxP, 24 P-KR4 QxR, 25 P-B3 QxKt, 26 BxQ R-Q7, 27 QxR BxQ, 28 P-B4 K-Bsq, 29 K-B3 K-Q2, 30 P-Kt4 K-K3, 31 P-Kt5 P-R3, 32 P-R4 P-B3, 33 K-Kt4 P-Kt4, 34 RPxP RPxP, 35 PxP PxP, 36 P-R5 K-B2, 37 K-B5 BxP, 38 KxB K-Kt2, drawn game.

(20) Continued: 21 BxB B-R6, 22 B-Bsq BxB, and White resigned.

(21) An embarrassing move, which seems never to have received the attention it deserves from the writers who have treated these odds.

(22) Black foresaw the dangers he would be subjected to by his capture, but as the Opening was novel, he risked them for the sake of testing it. The result shows plainly enough that the Pawn cannot be taken.

(23) Well played. Black dare not take it.

(24) Continued: 21 Kt-K4 B-B5, 22 P-KR3 B-K6, 23 P-B6ch K-Rsq, 24 RxB PxR, 25 QxP R-Kt3, 26 P-B7 (P-K7 would have been even more effectual) QxKP (he might have prolonged the combat by playing Q-K2, but White's advanced Pawns must have won in the end), 27 Q-QB3ch K-R2, 28 P-B8(Q) RxQ, 29 RxR RxPch, 30 KxR QxKtch, 31 K-Ktsq Q-Kt3ch, 32 K-Bsq, and Black resigned.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	37	38	39	40	41	42
	Transactions B.C.A. 1868-9 Baxter. Franklin.	Chess Play's. Chron. 1854. Brien. Lowenthal.	Transactions B.C.A. 1868-9 Haggard. Selfe.	Chess Play's. Chron. 1840. Two metro. players	Chess Play's. Chron. 1850. Tilghman. Harrrwitz.	Chess Play's. Chron. 1850. Medley. Harrrwitz.
1	P-K4 Kt-QB3					
2	P-Q4 (A) P-K4		P-K3	P-Q3	B-B4 Kt-B3	Kt-KB3 P-K4
3	Kt-KB3 (1) Q-K2	PxP	Kt-KB3 P-Q4	Kt-KB3 B-Kt5	Kt-QB3 P-K4	B-B4 B-B4
4	P-Q5 Kt-Qsq	B-QB4 Q-K2	P-K5 KKt-K2	P-Q5 Kt-K4	P-Q3 B-B4	P-QKt4 BxKtP
5	P-QKt3 Kt-KB3	Castles Kt-K4	B-KKt5 P-KR3	B-QKt5ch P-B3	Kt-Q5 Kt-K2	P-B3 B-R4
6	B-Q3 P-Q3	KtxKt QxKt	B-R4 Q-Q2	PxP PxP	KtxKKtch PxKt	P-Q4 (18) PxP
7	Kt-B3 P-KKt3	P-B4 Q-QB4	B-Q3 P-KKt3	KtxKt (12) BxQ (13)	Q-R5ch Kt-Kt3	Q-Kt3 KKt-K2
8	B-KKt5 B-Kt2	Q-Q3 Kt-K2	BxKt KtxB	BxPch Q-Q2	P-B4 BxKt	Castles B-Kt3
9	Castles Castles (2)	P-QR3 (6) P-Q4	Kt-R4 R-KKtsq	BxQ K-Qsq	RxB (15) PxP	B-Kt2 (19) P-Q6
10	Kt-K2 P-KR3	PxP B-B4	Castles Kt-B4 (10)	Kt-B7ch KxB	BxP P-Q3	BxP Kt-R4
11	BxKt QxB	Q-QKt3 BxP (7)	Kt-KB3 Q-Kt2	KxB Kt-B3	Castles Q-K2	Q-B2 Castles
12	Kt-Kt3 B-Kt5	Q-Kt5ch QxQ	Kt-B3 P-B3	KtxR K-K3	B-K3 (16) B-Q2	P-B4 P-Q3
13	B-K2 P-B3	BxQch P-B3	Kt-K2 B-K2	Kt-B3 P-Kt3	Q-R5 B-B3	Q-B3 R-B3
14	P-B4 PxP	PxP PxP	K-Rsq P-KR4	P-B4 B-Kt2	KR-Bsq Kt-K4	P-K5 PxP
15	BPxP R-Bsq	B-B4 Kt-B4	P-KR3 B-Q2	P-B5ch PxP	B-QKt5 CastlesKR	P-B5 Kt-Q4
16	P-KR3 B-Q2	R-Ksqch K-Q2	Q-Q2 P-KKt4	PxPch KxB	B-QB4ch KtxB	Q-Bsq (20) Kt-KB5
17	R-Bsq P-KR4 (3)	R-K2 P-Q6	Kt-R2 P-Kt5	Kt-B7 P-KR3	PxKt QxP	B-B4ch KtxB
18	Kt-R2 (4) B-R3	BxP (8) B-B4ch	R-KKtsq B-R5	P-KKt4ch K-Kt3	B-Q4 R-B2	QxKtch B-K3
19	RxR BxR	K-Rsq BxB	P-KKt3 B-Kt4	P-Kt5 Kt-Kt5	BxBP QR-KBsq	Q-B2 KtxP (21)
20	Kt-Rsq Kt-B2 (5)	R-Q2 K-B2 (9)	Q-Kt4 B-Bsq (11)	R-KKtsq Kt-B7ch (14)	Q-B3 Q-Kt3 (17)	KtxP (22) Kt-B5 (23)

NOTES (extracted and condensed).

- (A) See also columns 43-48.
- (1) 3 PxP leads to the most powerful and enduring attack (see also cols. 1-12).
- (2) The Opening has been played with care and originality.
- (3) Well conceived. Threatening to drive back Kt, and also freeing the KB.
- (4) Better, perhaps, to exchange Rooks, and then play Q-Bsq. If 18 Q-Q2, Black's proper answer would be Kt-B2.
- (5) Continued: 21 Q-Q3 B-B5, 22 Kt-B3 (he would gain nothing by P-Kt3, as Black could advantageously reply with Kt-Kt4) Kt-Kt4, 23 KtxKt QxKt, 24 R-Qsq B-Q2, 25 P-QR4 P-R3, 26 K-Bsq P-Kt4, 27 P-R5 B-K6, 28 B-B3 B-Q5, 29 Kt-Kt3 P-Kt5 (Black obtains a great attack by this skilful move; if White refuses to capture the Pawn, his Bishops will occupy a commanding position on the Q's side; whilst if he makes the capture, the attack will be very severe on the K's side). White resigned on the 59th move.
- (6) Better to have brought out a Piece, or have made an outlet for the QB by playing P-QKt3. The move made loses valuable time.
- (7) Good, and ingenious. If he take the B, Black plays P-Q6ch, and wins B.
- (8) His best play; but although he wins a Pawn, it compensates poorly for the inactivity of all the Pieces on the Q side.
- (9) Continued: 21 RxB QR-Qsq, 22 RxR RxR, 23 B-Q2 R-Q3, 24 B-R5ch K-Kt2, 25 Kt-B3 (quite overlooking, strange to say, the palpable mate Black threatens), and Black mates in two moves.
- (10) The game has been steadily opened on both sides; this has the advantage of forcing White to make a defensive move, and also strengthens Black's position.
- (11) Castles seems preferable. The game was continued: 21 P-KR4 B-K2, 22 Q-Q2 Q-B2, 23 P-QB3 P-B4, 24 B-Kt5ch B-Q2, 25 BxBch KxB, 26 Q-Q3 P-B5, 27 Q-B2 P-R3, 28 P-Kt3 QR-QBsq (it was necessary to make this move before advancing QKtP; throwing forward that P at the present moment would give White some scope for attack), 29 QR-Ktsq P-Kt4, 30 P-Kt4 KtxRP (this sacrifice, although it does not, in the result, win the game, leads to a well sustained attack), 31 PxKt QxP, 32 QR-KBsq (R-KKt3 is also plausible, but is not, in reality stronger than the text) QxRP, 33 R-Kt3 QR-Bsq (B-Kt4 looks more promising). White won the game, after the 52nd move.
- (12) Very finely played.
- (13) Injudicious; only tending to accelerate the loss of the game.
- (14) Continued: 21 K-Ksq B-Q5, 22 R-Kt2 KxKt, 23 RxKtch BxRch, 24 KxB, and after a few more moves Black resigned.
- (15) An error. Black's game must have been broken up irreparably by P-B5.
- (16) Anticipating Black's intention to Castle on the Q side.
- (17) Continued: 21 R-Q3 RxB, 22 R-Kt3 (this and the preceding move are quite unworthy of a player of White's force) RxRch, 23 K-Q2 R(Bsq)-B7ch, 24 K-K3 QxRch, 25 PxQ R-B6ch, 26 PxR RxPch, 27 K-Q4 RxQ, and wins.
- (18) We should rather have played KtxP.
- (19) B-B7ch, and then B-R5 would be better.
- (20) Had he played Q-Q2, the gain of a Piece appears secured.
- (21) This looks pretty enough in a match game.
- (22) KxKt would have been dangerous, for suppose 20 KxKt B-Q4, 21 QKt-Q2 RxKt, 22 KtxR Q-Kt4ch, &c.
- (23) Continued: 21 PxP (fatal; Kt-Q2 was probably best) R-Kt3ch, 22 K-Rsq Q-Kt4, 23 P-B3 B-R6, and wins.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	43	44	45	46	47	48
	Era 1866.	Chess Play's. Chron. 1840.	Chess Play's. Chron. 1846.	Chess Play's. Chron. 1850.	Chess Play's. Chron. 1842.	Chess Play's. Chron. 1854.
	Green.	Jaenisch.	H.	Medley.	Williams.	Wyvill.
	Dubois.	P.	Staunton.	Smith.	Mr. —.	Staunton.
1	P-K4					
	Kt-QB3					
2	P-Q4					
	P-Q4					
3	P-K5					B-QKt5 (14)
	B-B4 (1)					P-K3
	Kt-KB3		B-K3		P-QB3	P-K5
4	P-K3		P-K3		P-K3	B-Kt5ch
	P-B3	P-B4	Kt-KB3	B-Q3	Kt-B3	P-QB3
5	KKt-K2	BxKt	KKt-K2	KKt-K2	KKt-K2	B-R4 (15)
	B-K3	RxB	B-Q3	Kt-KB3	B-KKt5	Kt-KR3 (16)
6	Q-Q2	B-Kt5ch	BxB	Q-Q2	P-KKt3	KKt-K2
	B-Q3	B-Q2	QxB	QKt-Q2	B-Q3	Q-R5ch
7	Castles	BxBch	Kt-Kt5	BxB	P-KR3	P-KKt3
	P-QR4	QxB	Q-K2	PxB	BxB	Q-B3
8	Kt-R4	KKt-K2	Kt-Kt3	Kt-B4	KPxB	B-Q2
	Castles (2)	P-QKt4	P-QR3	Castles	BxKt	P-QKt4
9	BxB	Kt-B4	Kt-B3	B-K2	KtxB	B-Kt3
	QxB	P-Kt5	P-B4	Kt-Kt3	P-KR4	B-Kt5
10	Kt-B4 (3)	QKt-K2	B-K2	CastlesKR	B-Kt2	P-QR4 (17)
	QKt-Q2	B-Q3	PxP	Q-K2	QKt-Q2	BxKt
11	B-K2	PxP	QxP	R-B2	Castles	PxB (18)
	P-QKt4	BxP	Kt-B3	B-Q2	Q-K2	PxP
12	Kt-B3	Kt-Q4	Q-Kt6	QR-KBsq	P-B3	R-KBsq
	P-R5	Castles	CastlesKR	P-Kt4	CastlesQR	B-B6
13	P-QR3	Castles	CastlesKR	Kt-R5	P-R3	RxB
	P-Kt5	Kt-Kt5	P-Kt3	KtxKt	QR-Ktsq	Q-Q3
14	Kt-Ktsq	Q-Q2	QR-Qsq	BxKt	P-QKt4	P-B4
	PxP	P-Kt4	QR-Ktsq	P-B4	P-KKt4	Kt-Kt5
15	KtxRP	Kt-R5	P-QR3 (7)	B-K2	P-B5	P-R3 (19)
	Kt-Kt3	Q-Q3	KR-Qsq (8)	R-B3	P-R5	Kt-R7
16	KtxB	Kt-KKt3	P-Kt4	P-KKt3	P-Kt4	R-B2
	PxKt	BxKt	Kt-Q2	P-B5 (10)	KtxP (12)	BxKt
17	P-KKt4	QxB	Q-B7	KtPxP	PxKt	KxB (20)
	KKt-Q2	P-B4	KR-QBsq	B-R6	P-R6	QxP
18	P-R4	P-KR3	Q-B4	PxP	B-Rsq	Q-KRsq
	P-K4	Kt-R3	KtxP	RxR	R-R5	PxP (21)
19	P-R5 (4)	Kt-K2	QKtxKP	RxR	Kt-Kt3	QxPch
	PxP	P-B5	PxKt	QxPch	Q-Q3	K-Qsq
20	QxP (5)	Q-Q2 (6)	PxKt (9)	K-Rsq (11)	K-B2 (13)	B-R5ch(22)

NOTES (extracted and condensed).

- (1) Generally esteemed one of the safest defences at these odds.
- (2) B-QKt5 is also a good move.
- (3) Kt-B5 would lead to no real advantage, although a tempting move.
- (4) The attack and counter attack render this part of the conflict very animated. Such, indeed, is generally the case when the Kings have Castled on opposite sides.
- (5) Continued: 21 Q-K4 P-Kt5, 22 QxQ PxQ, 23 R-B7 B-Kt4, 24 QR-KBsq B-K6ch, 25 K-Rsq P-Kt6, 26 P-R3 B-B7, 27 Kt-B3 R-Q2, 28 P-K6 RxR, 29 PxR R-Bsq, 30 Kt-K5 P-B3, 31 Kt-Bsq Kt-Ktsq, 32 Kt-Q3 Kt-Q2, 33 KtxKt KxKt, 34 KtxB RxP, 35 K-Ktsq PxKtch, 36 RxP R-K2, 37 R-B4 R-R2, 38 K-B2 (although White retains the Pawn originally given, it may be doubted whether he could win from this point, even with the very best play) P-B4, 39 P-Kt4 PxP en pas ch, 40 KxP PxP, 41 RxP, and the game was finally drawn.
- (6) Continued: 21 Q-B4 Kt-Q4, 22 Kt-B4 KtxKt, 23 RxKt QR-Ksq, 24 QR-KBsq Q-Q4, 25 QxQ PxQ, 26 P-K6 P-B3, 27 PxP PxP, 28 P-KR4 P-Kt3, 29 R-Ktsq RxKP, 30 PxR RxR, 31 R-Kt8ch K-Kt2, 32 P-K7 RxKtPch, 33 K-B2 R-B5ch, 34 K-Kt3 R-K5, 35 P-K8(Q) RxQ, 36 RxR, and Black resigned.
- (7) BxP would not have been prudent at this point.
- (8) Many players were of opinion White should have played KR-Bsq, threatening to attack Q next move with KKt; force her to Kt3, and then advance QP on the Kt. Upon careful examination it was found no advantage would have been gained by this line of play over that adopted.
- (9) Continued: 21 P-B4 (he would have lost a Piece by taking QBP) Q-Q6, 22 QxQ RxQ, 23 Kt-Bsq R-Bsq, 24 R-B6 (the game is very well and cautiously carried on by White). White won after 63 moves.
- (10) We like this enterprising spirit in young players, it adds so much life and interest to their conflicts.
- (11) Continued: 21 K-Rsq B-Bsq, 22 Kt-B5 (why not the obvious move of R-KKtsq first?). The game was continued up to Black's 38th move, and then given up as a draw.
- (12) Skilfully played.
- (13) Continued: 21 Kt-B3, and wins.
- (14) This is another move so very perplexing that we are half disposed to discard 1 Kt-QB3, as an untenable defence.
- (15) Appears extremely hazardous, but not ventured without reflection.
- (16) White would have profited nothing by Q-R4, e.g.: 6 Q-R4 B-Kt3, 7 BxKtch PxR, 8 QxPch B-Q2, 9 Q-Kt7 B-Kt4, followed by R-QKtsq, &c., so that, as it is clear he cannot take P with Q without losing her, he would have given time and freedom to his opponent, without deriving any corresponding advantage.
- (17) Black afterwards regretted he did not play KtxKP. However perilous in appearance, we believe he might have taken it with safety.
- (18) Taking with B would have been unwise.
- (19) This portion of the game demands great care from Black.
- (20) The effect of this odd looking and unexpected move is remarkable; it not only relieves Black at once from the disagreeable restraint he has so long endured, but owing to the few Pieces the adversary has in play, actually gives him command of the board, and the power of effectually retorting the assault.
- (21) Kt-B6 would have been better, but even then Black would have a manifest superiority.
- (22) Continued: 21 K-Bsq RxKBP, and White resigned.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

49	50	51	52	53	54
Chess Play's. Chron. 1848.	Chess Play's. Chron. 1848.	Chess Play's. Chron. 1848.	Chess Play's. Chron. 1845.	Chess Play's. Chron. 1848.	Chess Play's. Chron. 1840.
Taverner. Staunton.	Taverner. Staunton.	C. Staunton.	Mongredien. Staunton.	Buckle. Staunton.	— Hon. Secy. London C. C.
1 P-K4 Kt-QB3					
2 P-Q4 P-Q4					
3 P-K5 (1) B-B4					
4 P-QB3 P-K3			P-KKt4 B-Kt3		B-Q3 BxB
5 B-Q3 KKt-K2		Kt-B3 KKt-K2	P-KR4 P-KR4		QxB P-K3
6 B-KKt5 Q-Q2		B-Q3 (4) BxB	P-Kt5 P-K3	P-K3 P-R5 B-B2	P-QB3 P-KKt3
7 Kt-K2 P-KR3		QxB Kt-Kt3	B-R3 Kt-Kt5	P-KB4 P-KKt3	Kt-KR3 B-R3
8 B-K3 P-KKt4		Kt-Kt5 Q-Q2	Kt-R3 Q-Q2	PxP BxB	P-KB4 Q-R5ch
9 Kt-Kt3 Castles	B-R2 BxB	Q-R3 Kt-Qsq	B-Q2 P-B4	B-Q3 BxB	Kt-B2 KKt-K2
10 BxB KtxB	Q-Q3 P-KKt3	Castles B-K2	BxKt PxP	QxB Kt-R3	P-KKt3 Q-R4
11 KtxKt PxKt	Kt-Kt3 R-B2	KtxRP Kt-B2	Kt-Ktsq Kt-K2	P-B5 KtxKtP	P-KR4 Q-B4
12 P-KB4 B-K2	Kt-Q2 Castles	Q-R5 Kt-R5 (5)	Kt-K2 R-Bsq	Q-KR3 P-KR4	P-KKt4 Q-B2
13 P-KKt3 KR-Ktsq	P-Kt4 Kt-B4	P-KKt3 P-KKt3	P-QB3 B-K5	PxP Q-K2	Kt-KR3 CastlesQR
14 R-Bsq QR-Bsq	KtxKt KtPxKt	Q-Kt4 RxB	Castles B-B4	Kt-K2 QxP	B-K3 Kt-R4
15 Q-Q3 PxP	P-Kt3 P-KR4	PxKt BxB	K-R2 (8) B-Kt5	Kt-B4 Q-B4	Kt-Q2 Kt-B5
16 BxB B-Kt4	P-KB4 B-K2	QxKtP R-Rsq	P-B3 B-B4	KtxRP Castles	KtxKt PxKt
17 Kt-Q2 Kt-Qsq	P-QR4 P-R5	P-KB4 CastlesQR	Kt-B4 BxB	P-B3 Q-K5ch	QxBP Kt-Q4
18 Kt-Kt3 P-Kt3	B-B2 R-Kt2	K-Rsq QR-Ktsq	KxB Kt-B4	K-Qsq (11) QxRch	B-Q2 KR-Bsq
19 Castles Kt-K3	P-R5 BxB	Q-B2 Kt-R3 (6)	Q-Q3 Q-KB2 (9)	Resigns.	CastlesQR Q-K2 (12)
20 R-Q2 K-Ktsq (2)	PxB KtxKtP (3)	Kt-Q2 Kt-Kt5 (7)	Kt-K2 P-R3 (10)		P-Kt5 B-Kt2 (13)

NOTES (extracted and condensed).

(1) This is better than checking with Q and then taking QP, because, after the exchange of Queens, his opponent can take the QP with Kt, and obtain a good position.

(2) Continued: 21 R(Q2)-KB2 BxBch, 22 PxB R-Kt5, 23 Kt-Rsq P-B4, 24 P-Kt3 P-B5, 25 PxP PxP, 26 Q-Ktsq (a very good move) Q-B3, 27 Kt-B2 R-Kt7, 28 Kt-Kt4 Q-Kt2, 29 P-Q5 RxR, 30 RxR Q-Kt2, 31 Q-B2 Kt-B4, 32 Kt-B6ch K-Kt2, 33 R-Kt2 Q-KB2, 34 P-K6 Q-B2, 35 Kt-K5 R-Qsq, 36 R-Q2 Kt-K5, 37 R-Q4 P-Kt4, 38 P-QR4 R-KKtsq, 39 K-Kt2 Q-B4, 40 Kt-Q7 Q-B2, 41 PxP QxP, 42 Kt-B5ch K-Kt3, 43 KtxKt PxKt, 44 RxKP (the position is curious; White appears to have a very much better game than his opponent, but we doubt whether, with the best play, he could have done more than draw) Q-KB8, 45 R-K2 R-Kt8, 46 K-R3 Q-R8ch, and White ultimately won.

(3) Continued: 21 Q-Kt3 Q-Kt4, 22 R-R3 Q-B3 (threatening to check with Q at B8 if White took Kt), 23 Q-QB3 Kt-B7ch, 24 K-Qsq KtxR, 25 QxKt K-Ktsq, 26 PxP R-Kt7, 27 B-Kt3 Q-Kt4, 28 R-Ksq P-R3, 29 R-K3 R-QBsq (for the purpose of effectively advancing his QBP two squares), 30 K-B2 Q-B5ch, 31 Q-B3 Q-R7ch, 32 K-Q3, and Black mates in two moves

(4) For 6 B-KKt5 see column 47.

(5) Much better than retreating Kt to Bsq.

(6) We prefer this to playing the B immediately to Kt6.

(7) Continued: 21 Kt-B3 B-Kt6, 22 R-KKtsq Kt-B7ch, 23 K-Kt2 BxRPch, 24 KxKt BxRch, 25 K-Bsq (he must evidently have lost his Q, if he had taken the B) R-R8, 26 Kt-Kt5 Q-Kt4ch, 27 P-B4 PxP, 28 P-R4 BxPch, 29 K-Kt2 Q-Q4ch, and White resigned.

(8) If he had taken the B, or retired his own, he must have lost the KRP.

(9) Threatening KtxRP.

(10) Continued: 21 PxP BxP, 22 QKt-B3 Castles, 23 QR-Bsq Q-Kt3 (to take the RP with Kt, unless White guards his Q), 24 Kt-B4 Q-Ksq, 25 QKt-K2 RxR, 26 RxR Kt-K2, 27 KtxKP (this move was made without due consideration; up to this point the game is played on White's side with remarkable care and judgment) Q-Q2, 28 R-B7 QxKtch, 29 K-R2 Kt-Kt3, 30 Kt-Kt3 KtxRP, 31 RxKKtPch KxR, 32 KtxPch K-Rsq, 33 Kt-B6 Q-B4, and White resigned.

(11) K-Bsq would have been equally fatal.

(12) He could not safely take the KBP.

(13) Continued: 21 KR-Bsq K-Ktsq, 22 R-B3 Q-Q2, 23 Kt-B2 Kt-Kt3, 24 Q-Kt3 Q-B3, 25 R-Q3 Q-Kt7, 26 Kt-R3 Kt-Q4, 27 P-B4 Kt-K2, 28 R-Kt3 Q-B3, 29 B-Kt4 R-B2, 30 BxKt RxB, 31 K-Ktsq (up to this period the attack is conducted by the first player with great boldness and circumspection; it was here desirable, we think, to bring the Kt into play for the protection of his centre Pawns). Black ultimately won.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	55	56	57	58	59	60
	Chess Play's. Chron. 1848.	Chess Play's. Chron. 1849.	Chess Play's. Chron. 1849.	Chess Play's. Chron. 1849.	Chess Play's. Chron. 1845.	Chess Play's. Chron. 1855.
	Taverner. Staunton.	Taverner. Staunton.	Buckle. Staunton.	Buckle. Staunton.	Schwabe. Spreckley.	Green. Lowe.
1	P-K4					
	Kt-QB3					
2	P-Q4				Kt-QB3 (11)	
	P-Q4				P-K4	
3	P-K5				B-B4	Kt-B3
	B-B4		B-K3		Kt-B3	Kt-B3
4	Kt-KB3	B-K3	Kt-KB3		Kt-B3	B-B4
	P-K3	P-K3	B-Kt5		P-Q3	B-B4
5	B-K3 (1)	B-K2 (3)	B-K3		Kt-KKt5	P-Q3
	Kt-Kt5	Kt-Kt5	P-K3		Kt-QR4	P-Q3
6	Kt-R3	Kt-QR3	B-Q3		B-B7ch	Kt-KKt5
	Kt-QB3	Kt-QB3	Q-K2	KKt-K2	K-K2	Q-K2
7	B-Q3	Kt-B3	QKt-Q2	P-B3	B-Kt3	B-B7ch
	BxKt	BxKt	P-KKt3	Kt-B4	KtxB	K-Qsq
8	PxB	PxB	P-KR3	P-KR3	RPxKt	B-Kt3
	KKt-K2	Q-K2	BxKt	KtxB	P-KR3	R-Bsq
9	B-KKt5	Q-Bsq	KtxB	PxKt	Kt-B3	B-K3
	Castles	Q-Q2	B-R3	B-R4	K-B2	BxB
10	BxB	Kt-R4	Q-Q2	QKt-Q2	Castles	PxB
	RxB	KKt-K2	BxB	B-K2	B-K2	Kt-KKt5
11	Castles	Q-Kt2	QxB	Castles	P-Q3	Kt-B3
	Q-Q2	CastlesKR	Q-Kt5ch	B-Kt4	R-Bsq	KtxKP (13)
12	B-K3	P-Kt4	P-B3	Q-K2	Kt-K2	Q-K2
	QR-KBsq	B-Kt3	QxKtP	Castles	K-Ktsq	Kt-KKt5
13	Kt-R4	KtxB	CastlesKR	QR-Ksq (7)	Kt-Kt3	Kt-Q5
	R(B4)-B2	KtxKt	Q-R6	B-R5	P-B3	Q-Ksq
14	Q-Q2	P-KR4	Kt-Kt5	R-Qsq	P-B4	CastlesKR
	P-QKt3	Kt-B5	Q-K2	B-Kt6	Kt-R2	Q-R4
15	Q-Q3	B-KBsq	B-K2	P-K4	P-R3	P-B3 (14)
	Kt-R4	P-QKt3	Kt-R3	Kt-K2	Kt-Kt4	KtxP
16	QR-Ksq	P-R5	Q-Q2 (5)	PxQP	KtxKt	KtxKt
	Kt-B5	Q-B2	Kt-B4	KtxP (8)	BxKt	QxQ
17	B-Bsq	P-QB3	QR-Ktsq	Kt-K4	BxB	RxRch
	P-B4	Kt-R4	P-Kt3	B-B5	QxB	K-Q2
18	P-QB3	Q-Bsq	B-Kt5	Kt-B5	Q-Bsq	QR-KBsq
	Q-R5	P-B4	Q-Q2	Q-K2	R-B5	Kt-Qsq
19	P-B4	PxP	P-QB4	B-B4 (9)	Kt-K2	R-Kt8
	KtxRP	Kt-B3	P-QR3	P-B3	BxP	Kt-K3
20	P-Kt4	PxP	PxP	BxKt	KtxR	R-B7ch
	PxP (2)	PxP (4)	PxB (6)	BPxB (10)	PxKt (12)	K-B3 (15)

NOTES (extracted and condensed).

(1) For 5 P-B3 and 5 P-B4 see columns 43 and 44.

(2) Continued; 21 PxP Kt-B7, 22 R-Qsq Kt-B3, 23 Kt-B3 Kt(B7)-Kt5, 24 Q-Kt3 QxP, 25 QxQ KtxQ, 26 B-R3 Kt-R7)-Kt5, 27 P-B5 PxP, 28 Kt-Kt5 PxP, 29 KtxR RxKt, 30 RxR KxR, 31 K-Kt2 P-QR4, 32 K-Kt3 P-R4, 33 R-KBsqch K-K3, 34 R-B4 Kt-Q6, 35 R-Bsq KtxQP, 36 K-R4 KtxP, 37 KxRP P-QKt4, 38 K-R4 Kt-B4ch, 39 K-Kt5 P-Kt3, 40 R-Ksq P-Q5, 41 B-Kt2 K-Q4, 42 R-QBsq P-R5, 43 R-QKtsq Kt-Q6, 44 B-R3 K-B5, 45 KxP(Kt4) P-Kt5, 46 BxP KtxB, 47 K-Kt5 Kt-K2, 48 K-B6 Kt(Kt5)-Q4ch, 49 K-K6 P-R6, 50 R-Ktsq P-R7, 51 P-R4 P-Q6, 52 K-K5 P-Q7, 53 K-K4 K-B6, 54 K-B3 K-B7, and White resigned.

(3) For 5 Kt-KB3 and 5 B-Q3 see columns 45 and 46.

(4) Continued; 21 BxKt QxB, 22 QxQ RxQ, 23 R-QKtsq RxRP, 24 RxP RxQBP, 25 K-Q2 R-QB4, 26 K-K3 R-K5ch, 27 K-Q2 KtxP, 28 B-K2 R-R4, 29 R-Bsq R-R6 (the latter portion of this game is very heedlessly played by Black; by this move he afforded an opening for his opponent to recover his lost advantage, and obtain the better position), 30 R-Kt3 (White should have taken the KP; and if Black had then checked with Kt, have taken it, and afterwards the QP with B) R(K5)-R5, 31 RxR RxR; after several more moves a draw was agreed to.

(5) White would have lost a Piece by KtxKP.

(6) Continued; 21 PxKt QxBP, 22 Q-B4 R-R5 (from this point Black, having recovered the Pawn, with a position at least equal to his opponent's, ought to have won the game), 23 KR-Qsq Castles, 24 Kt-K4 K-Kt2, 25 Kt-B6 R-B5 (this and the preceding move of Black are feebly played), 26 P-KR4 Kt-K2, 27 Q-Kt5 Kt-Q4, 28 Kt-Kt4 Kt-B5, 29 P-Q5 KtxQP (if he had taken with P instead of Kt he would have had the better game, e.g.: 29 PxP, 30 Q-R6ch K-Ktsq, 31 Kt-B6ch RxKt, 32 PxR QxP, and Black, from the number and position of his Pawns, has more than an equivalent for the lost "exchange"), 30 Q-R6ch K-Ktsq, 31 Kt-B6ch RxKt, 32 PxR KtxP, 33 R-Q8ch Kt-Ksq, 34 QR-Qsq R-KKt5, 35 P-Kt3 R-QB5, 36 R(Q8)-Q7, and wins.

(7) Lost time.

(8) If Black had taken with the KP, White would at once have relieved himself from all restraint by BxPch, and then Kt-Kt5.

(9) This part of the game is cleverly played by White.

(10) Continued: 21 Kt-Q3 B-Kt6, 22 Q-K3 R-B4, 23 R-Bsq QR-KBsq, 24 Kt-Q2 B-R5, 25 RxR (it would have been weak play to have thrown forward the KKtP) RxR, 26 R-Bsq B-Kt4, 27 Q-Ksq Q-KB2, 28 RxR QxR, 29 Kt-B2 Q-B7 (in his ordinary play Black must have won without much difficulty from this point), 30 Kt-Kt3 QxKtP, 31 Kt-B5 B-B2 (K-B2 would have been better), 32 Kt(B2)-Q3 Q-Q7, 33 K-Bsq P-QKt3, 34 QxQ BxQ, 35 Kt-R4 B-Ksq, 36 K-K2 B-KKt4, 37 Kt(R4)-Kt2 B-Kt4, 38 K-Ksq B-R5ch, 39 K-Q2 K-B2, 40 P-R4 B-R3, 41 Kt-KB4 B-KKt4, 42 P-Kt3 K-Ksq, 43 P-B4 PxP, 44 K-B3 BxKt, 45 PxP P-QKt4 (if, instead of this heedless move, Black had simply played his K to Q2 he might have won the game by force). After a few more moves Black resigned.

(11) This move prevents Black from liberating his game by the advance of his QP. In actual play, however, it must be reckoned inferior to P-Q4.

(12) Continued: 21 P-Kt3 BxR, 22 QxB PxP, 23 P-B3 (this Pawn should have been advanced two squares) Q-K6ch, 24 K-Kt2 Q-Q7ch, 25 KxP QxKtP, 26 R-Ktsq Q-Q5, 27 Q-K2 R-KBsq, 28 R-KBsq P-KKt4, 29 P-B4 PxPch, 30 RxP Q-Kt8ch, 31 K-B3 RxRch, 32 KxR Q-Kt4ch, 33 K-B3 Q-R4ch, 34 K-K3 QxQch, and wins.

(13) The Pawn was sacrificed by White with the view of bringing his Q into co-operation with the other forces.

(14) White plays thus to tempt his opponent to take the P.

(15) Continued: 21 R(Kt8)xP KtxR, and White mates in two moves.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	61	62	63	64	65	66
	Chess Play's. Chron. 1855.	Chess Play's. Mag. 1866.	Chess Play's. Mag. 1866.	Chess Play's. Mag. 1866.	Chess Play's. Chron. 1855.	Chess Play's. Mag. 1866.
	Brien. Lowenthal.	De Vere. Steinitz.	De Vere. Steinitz.	De Vere. Steinitz.	Brien. Lowenthal.	De Vere. Steinitz.
1	P-K4					
	P-Q3					
2	P-Q4					
	Kt-KB3 (1)					
3	Kt-QB3					
	Kt-B3 (2)					P-K3 (23)
4	B-QKt5	B-KKt5 (5)		P-Q5		B-Q3
	B-Q2	P-K3		Kt-K4		Kt-B3
5	P-B4	Kt-B3		P-B4		Kt-B3
	P-K4	P-KR3		Kt-B2		B-K2
6	BxKt	BxKt	B-R4	Kt-B3		Kt-K2
	BxB	QxB	P-KKt4	P-K4	P-B3	Castles
7	P-Q5	B-Q3	B-Kt3	PxP en pas	B-K2	P-B3
	B-Q2	B-Q2	B-Kt2	BxP	Q-Kt3	Q-Ksq
8	P-B5 (3)	P-QR3	B-Kt5	P-B5 (14)	B-Q2	Kt-Kt3
	P-B3	KtxP (6)	Castles	B-Q2	PxP	P-K4
9	B-Kt5	KtxKt	Castles	B-QB4	PxP	P-Q5
	B-K2	QxKt	Kt-R2	Q-K2 (15)	B-Q2	Kt-Qsq
10	BxKt	Q-R5ch	P-KR3	Castles	P-QR4	P-KR3
	BxB	K-Qsq	K-Rsq	Castles	Q-B4	Kt-B2
11	PxP	CastlesKR	BxKt	B-KKt5	P-QKt4 (20)	B-K3
	BxQBP	B-K2	PxB	P-B3	QxKtP	Kt-Rsq
12	Q-R5ch	QR-Qsq	P-K5	Q-Q4	R-QKtsq	Q-Kt3
	K-Bsq	P-B3	Q-K2 (9)	P-QKt3	Q-B4	Kt-Kt3
13	Castles	Q-K2	Kt-K4	P-QR4 (16)	RxP	CastlesQR
	Q-B2	K-B2	R-Qsq	K-Ktsq	KtxP	P-QR4
14	KKt-K2	B-B4	Q-K2	KBxKt(17)	KtxKt	Kt-B5
	R-Bsq	Q-B4	P-QR4	QxB	QxKt	B-Qsq (24)
15	Q-B3	R-Q2	Q-K3	P-R5	RxB	P-Kt4
	P-QR4	QR-Qsq	Kt-Bsq	P-Kt4	KxR	Kt-K2 (25)
16	P-QR3	P-QKt4	Q-R3 (10)	P-K5	B-Kt5ch	QR-Ktsq
	P-QKt4	Q-K4 (7)	P-B4	PxP	K-Bsq (21)	K-Rsq
17	P-QKt4	Q-K3	PxQP	KtxKP	Q-K2	Kt-Kt5
	K-K2	P-KKt4	PxP(Q3)	Q-K2	Kt-Qsq	P-KKt3 (26)
18	K-Kt2	B-K2	PxP	B-K3	Castles	Kt-R6
	KR-Qsq	K-Ktsq	PxP	B-Ksq	P-K3	Kt(B3)-Kt1
19	Q-Q3	R-Ktsq	Kt-K5 (11)	Q-KB4	B-K3	B-Kt5 (27)
	K-Bsq	P-KR4	R-Q4	Q-QB2	B-K2	P-B3
20	P-KR4	P-Kt5	Kt-Q3 (12)	KR-Ksq(18)	R-Qsq	PxP
	P-Q4 (4)	P-B4 (8)	B-R3 (13)	B-Q3 (19)	Q-R7 (22)	PxP (28)

NOTES (extracted and condensed).

(1) This appears to be better than P-K4, as first player can answer the advance of the KP with Kt-KB3, threatening ultimately to establish his KKt or B at K6.

(2) P-K4 at this point occurs in an Opening of Damiano. See "Chess Player's Companion," p. 486. (See also columns 69-75.)

(3) We do not approve of this, although it cramps Black's right wing for a short time.

(4) The game was ultimately drawn.

(5) P-Q5 is usually played here, but the move made (to which Mr. DeVere seems partial) is not without its merits.

(6) White gives up a Pawn designedly, in order to displace Black's King. The sacrifice, however, was hardly judicious.

(7) Black's forces are now well developed. He has recovered his Pawn, and his position is certainly superior to that of White.

(8) Taking the Pawn would evidently be imprudent. Black eventually won.

(9) Taking the Pawn would leave Black's Pawns very much broken.

(10) At first sight this appears to win a P, but Black's reply prevents any loss.

(11) Taking P with either Q or Kt would be very unwise.

(12) Kt-QB6 would be very imprudent.

(13) The game was ultimately given up as a draw.

(14) This gives White an excellent attack.

(15) Up to this point the Opening is identical with that of a game between Popert and MacDonnell.

(16) White has now an overwhelming superiority of position.

(17) P-R5 would, perhaps, have been equally effective.

(18) Sacrificing the B, though very tempting, is not sound.

(19) Continued: 21 B-B2 B-R4, 22 Q-K3 BxKt, 23 QxB QxQ, 24 RxQ Kt-Kt5, and the game was abandoned as a draw (we cannot understand why White consented to a draw, since he appears to have obtained an easy winning situation).

(20) To enable White to give up the exchange, should Black subsequently win the QP.

(21) It is clear that if he had played K-Qsq he must have lost his Q.

(22) Continued: 21 Q-Q3 (threatening to check with Q at B3) K-Ktsq, 22 Kt-Q4 (B-R6 seems to be good play; the text move, however, is equally efficacious) Q-Q4, 23 R-Ktsq K-B2, 24 KtxPch QxKt, 25 Q-B3ch, and wins.

(23) P-K4 is considered preferable, for if then 4 PxP PxP, and if White exchanges Queens he has no advantage in position, while Black has an open game; and if 4 P-Q5 Black can at once break up the centre Pawns by 4 P-B3. (See Columns 69-75.)

(24) Black's situation, owing mainly to his 3rd move, is much cramped; but the move made is not calculated to improve it. We should have preferred P-R5.

(25) This Kt has already changed his quarters six times; of necessity a serious loss of time.

(26) Very injudicious, driving the Kt into a still stronger position.

(27) Very well played, leaving Black no good reply.

(28) Continued: 21 Kt(R6)-B7ch K-Kt2, 22 KtxQP Q-Q2, 23 KtxB QxKt, 24 Kt-K6ch K-B2, 25 KtxBch K-Ksq, 26 Kt-K6, and Black resigned.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	67	68	69	70	71	72
	Chess Play's. Chron. 1862.	Chess Play's. Mag. 1866.	Chess Play's. Mag. 1866.	Chess Play's. Chron. 1849.	Chess Play's. Chron. 1861.	Chess Play's. Chron. 1850.
	Schroder. Medley.	De Vere. Steinitz.	Fenton. Wayte.	Amateur. Kennedy.	— Brien.	Medley. Harrwitz.
1	P-K4 P-Q3					
2	P-Q4 Kt-KB3					
3	Kt-QB3 P-K3		P-K4			
4	P-B4 P-KKt3	Kt-B3 Kt-B3	P-Q5 (5) B-K2			
5	B-Q3 B-Kt2	B-QKt5 P-QR3	P-KR3 Castles	P-B4 PxP	B-Q3 Castles	
6	KKt-K2 Kt-B3	BxKtch PxP	Kt-B3 P-B3	BxP Castles	B-K3 Kt-Kt5	QKt-K2 QKt-Q2
7	P-QR3 Castles	Castles B-K2	PxP PxP	Q-Q2 P-B3	Q-K2 KtxB	Kt-KB3 Kt-B4
8	P-K5 Kt-KKt5	Q-Q3 Castles	B-QB4ch K-Rsq	B-Q3 PxP	QxKt B-Kt4	P-KR3 (12) Kt(B4)xP
9	Castles B-Q2	Kt-K2 P-QR4	Castles B-R3	KtxP KtxKt	Q-K2 Q-B3	P-B4 KtxBP (13)
10	P-R3 Kt-R3	Kt-Kt3 B-R3	B-Q3 BxB	PxKt B-R5ch	P-B3 Kt-Q2	KxKt P-K5
11	Kt-K4 Kt-B4	P-B4 P-Q4	PxB QKt-Q2 (6)	P-KKt3 B-B3	P-QKt4 R-B2	Kt(K2)-Q4 P-B4
12	P-B3 P-Q4	P-Kt3 P-B4	Kt-KKt5 Q-Kt3 (7)	Castles Q-Kt3	Kt-Qsq Kt-Bsq	PxP en pas PxP
13	Kt-Kt5 P-KR3	KPxP (2) KPXP	Kt-K6 R-B2	P-B3 B-Kt5	Kt-K3 Kt-Kt3	R-Ksq PxKt
14	Kt-B3 Q-Ksq	Q-K3 QPXP	B-K3 Q-Kt2 (8)	R-Ksq Kt-Q2	P-Kt3 B-Q2	KtxKBP Q-Kt3ch
15	P-KKt4 KKt-K2	Kt-B5 (3) R-B2	P-B4 P-KR3	P-KR3 B-R4	P-KR4 B-B3	K-Bsq B-Qsq
16	Kt-Kt3 Kt-R4	R-Ksq Kt-Q4	PxP Kt(Q2)xP	P-KKt4 B-B2	K-Q2 QR-KBsq	P-QKt3 Q-R4 (14)
17	P-QR4 P-Kt3	Q-K6 B-B3	Kt-K2 Q-Q2	Kt-K2 Kt-B4	P-R4 Kt-K2	B-B4 B-B2
18	Q-B2 P-B4	Kt-K5 BxKt	Q-Kt3 P-Q4	B-B2 B-Kt3	P-Kt5 Q-Kt3	B-B2 Q-QB4 (15)
19	Kt-R4 K-R2	RxB Kt-Kt5	PxP PxP	Kt-Q4 P-QR4	Q-Kt2 BxKtch	Q-Q2 Kt-R4 (16)
20	P-B5 KPXP (1)	Kt-R6ch PxKt (4)	Kt(K6)-B4 B-Qsq (9)	B-Kt5 P-R5 (10)	KxB Q-R3ch(11)	B-K3 Q-R6 (17)

NOTES (extracted and condensed).

(1) Continued: 21 KtPxP KtPxP, 22 Kt(R4)xP KtxKt, 23 BxKtch BxB, 24 RxB K-Ktsq, 25 Q-Kt2 Q-K3, 26 R-B6 RxR, 27 PxR QxBP, 28 QxPch K-R2, 29 Q-K4ch K-Ktsq, 30 QxRch and wins.

(2) Kt-Kt5 leads to some interesting variations.

(3) The key move of a fine combination.

(4) Continued: 21 BxP Q-B3, 22 R-Kt5ch Qxh, 23 BxQ, and after a few more moves Black resigned (this brief game is admirably played by Mr. De Vere).

(5) Kt-B3 is a better move.

(6) Black would have saved himself some trouble by now moving P-KR3.

(7) Compulsory. It was necessary to prevent the adverse Q from going to QKt3.

(8) Taking QKtP, either on this move or the next, would have been dangerous.

(9) The only move to avoid the loss of a Pawn. Black's position was a difficult one. The game was continued: 21 B-Q4 Kt-B3, 22 BxKt BxB, 23 KtxP BxP, 24 QxB RxRch, 25 RxR QxKt, 26 Q-Kt7 R-Ksq, 27 Kt-B4 Q-Q5ch, 28 K-Rsq Kt-K4, 29 Q-Kt5 (threatening, if Black play away the Rook, to take Kt with Q; Black manages, however, "out of the nettle danger to pluck the flower safely") R-KBsq (the winning move, play as White may), 30 R-Ksq RxKt, 31 QxKt (if RxKt, mate follows in three moves) R-B8ch, 32 K-R2 Q-Kt8ch, 33 K-Kt3 RxR, and White resigned.

(10) Continued: 21 QBxB RxB, 22 P-R4 P-R6, 23 P-Kt3 BxB, 24 QxB QR-KBsq, 25 R-R2 R-B8, 26 KR-K2 Q-R3, 27 RxR RxRch, 28 K-Q2 Kt-Q6 (Black threatens to win his opponent's Q, by R-B8, next move), 29 P-Kt4 (it is obvious that if QxKt she is lost, by R-Q8ch, &c.) Kt-K4, 30 Q-K4 Kt-B5ch, 31 K-B2 Kt-K4, 32 R-Ksq R-B7ch, 33 R-K2 Q-B5 (the decisive move; after this White's game is a bad case; he may, indeed, protract his defeat for a few moves, but the result is inevitable), 34 K-Qsq R-B8ch, 35 R-Ksq RxRch, 36 QxR QxRP, 37 Q-Q2 Q-Kt8ch, 38 Q-Bsq P-R7, 39 Kt-B2 Kt-Q6, and White resigned.

(11) Continued: 21 K-K2 P-Kt4, 22 PxP QxP, 23 R-KBsq Kt-Kt3, 24 R-R2 R-Kt2, 25 Kt-R3 Kt-B5ch, 26 KtxKt PxKt, 27 P-Kt4 Q-K4, 28 Q-Rsq Q-Q5, 29 Q-Ktsq QxRP, 30 R-QRsq Q-Kt5, 31 R-Ktsq Q-B6, 32 R-Kt3 Q-K4, 33 R-Ktsq P-KR4, 34 Q-Rsq PxP, 35 R-R8ch K-B2, 36 RxRch KxR, 37 Q-R8ch K-B2, 38 PxP BxKKtPch, and wins.

(12) An evident oversight, by which he loses his KP, and all the advantage of the first move.

(13) Well played.

(14) This looks but feeble play, yet it is not easy to show that he could have done better.

(15) We should have preferred Q-R4.

(16) Here also we look upon Q-KR4 as stronger play.

(17) Continued: 21 Q-Q3 B-B4, 22 Q-Qsq BxP (if Black had calculated only three moves forward, he must have seen that this sacrifice could never answer), 23 PxR RxKtch, 24 QxR R-KBsq, 25 BxKRPch (this was the move Black failed to take into account when he played BxP). The game was won by White, after upwards of 40 moves.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

73	74	75	76	77	78
Chess Play's. Chron. 1849.	Chess Play's. Chron. 1852.	Transactions B.C.A. 1868-9	Souvenir of Bristol C.C.	Transactions B.C.A. 1866-7	Chess Play's. Chron. 1861.
Medley. Buckle.	Sheppard. Kennedy.	Franklin. MacDonnell	Rev. H. B. Williams.	Mocatta. Steinitz.	Amateur. Brien.
1 P-K4					
P-Q3					
2 P-Q4					
Kt-KB3					
Kt-QB3		B-Q3			
P-K4		Kt-B3			P-K4
Kt-B3	PxP	P-QB3			PxP
Kt-B3	PxP	P-KKt3		P-K4	PxP
B-QB4	B-KKt5	B-KKt5	P-KR3	Kt-B3	B-QKt5ch
PxP	B-Q3	B-Kt2	B-Kt2	B-Kt5	P-B3
KtxP	Kt-Q5	BxKt	Kt-B3	B-K3	QxQch (15)
Kt-K4	B-K3	BxB	P-K4	Q-Q2	KxQ
B-Kt3	B-QB4	P-KR4	P-Q5	QKt-Q2	B-Q3
P-B4	BxKt	P-K4	Kt-K2	B-K2	B-KKt5(16)
Kt-K6 (1)	BxB	P-R5	Kt-R3	Q-Kt3	P-KB3
BxKt	P-B3	Kt-K2 (5)	P-QR3	PxP	B-R4
BxB	B-Kt3	RPxP	B-K3	PxP	B-KKt5
B-K2	B-Kt5ch	KtxP	P-QKt4	Kt-Qsq	QKt-Q2
Castles	P-QB3	Q-R5	Kt-B2	CastlesKR	B-QB4 (17)
Kt-B2	QxQch	B-K3	B-Kt2	P-B3	K-B2
P-B4	RxQ	P-Q5	Q-Q2	QR-Bsq	BxKt
Castles	B-K2	B-B2	P-B3 (8)	B-K3	PxB (18)
P-KKt4	BxKt	B-Kt5ch	Kt-Kt5	P-Q5	Kt-Q2
Kt-Ksq	PxB	K-K2	PxP	B-B2 (11)	P-Kt4
P-Kt5	B-K6	Q-B5	Kt-K6	B-QB4	B-Kt3
Kt-B2	Kt-R3	P-QR3	Q-Q2	Castles	P-R4
B-B4	P-QKt4	B-B4	KtxBch	Kt-Kt5	P-QR4
R-Ktsq.	R-Qsq	P-B3	K-B2	P-QR3	Kt-Kt3
Kt-Q5	RxRch	P-KKt3	B-R6	KtxB	PxP
P-Kt4	BxR	Q-Kt3	PxP	KtxKt	PxP (19)
KtxKt	B-B8	Kt-Q2	B-K2	P-B4 (12)	Kt-K2
QxKt (2)	Kt-B2	P-B4	KR-KKtsq	P-QKt4 (13)	P-R5
B-Q5	BxP	Kt-K2	Kt-R5	B-K2	B-K6
K-Rsq	K-Q2	QR-KBsq	PxKt (9)	PxP	B-B4
P-KR4	P-QR4	B-Kt3	B-Kt5	PxP	Kt-B3 (20)
Q-Q2	P-QR3	B-Ksq (6)	Q-K3	B-Qsq	B-Ksq
K-R2	P-QB4	Q-K6ch	BxKt	B-B3	Kt-Q5ch
QR-Ksq	P-K2	K-Qsq	QxB	R-Ksq	KtxKt
P-Kt3	P-Kt5	Kt-QB4	BxRPch	B-Q4	BxKt (21)
Kt-Qsq (3)	RPxP (4)	Q-B2 (7)	K-Bsq (10)	B-R4 (14)	B-B3 (22)

NOTES (extracted and condensed).

- (1) From this point White's play is certainly a model of vigorous and successful attack.
- (2) Black cannot take the obnoxious B without losing the exchange.
- (3) Continued: 21 B-Kt2 Kt-K3, 22 P-B5 Kt-B2, 23 P-B6 (all this is exceedingly well played to the conclusion) PxP, 24 PxP B-Qsq, 25 P-B7ch R-K4, 26 R-KKtsq KtxB, 27 QxKt RxBP, 28 BxRch PxB, 29 QxQ RxQ, 30 QR-Qsq R-Q5, 31 RxR BPxR, 32 K-R3 P-QR4, 33 P-R5•B-B3, 34 K-Kt4 B-Kt2, 35 K-B5, and after a few more moves Black resigned.
- (4) The game was continued to the 42nd move, when White resigned.
- (5) In Pawn and two moves and Pawn and move positions it is better to take the QP.
- (6) This slip might have cost Black the game.
- (7) Continued: 21 QxQPch K-Bsq, 22 CastlesQR (P-B4 would have better maintained White's attack) B-KKt4ch, 23 P-B4 PxP, 24 QxQch KxQ, 25 PxP KtxP, 26 KtxKt RxKt, 27 QR-Ktsq R-Ktsq, 28 P-Q6ch K-Qsq, 29 Kt-Q2 R-Kt2, 30 RxB (White has already thrown away most of the advantages which he obtained at an early stage of the game; the sacrifice of the exchange at this point is unsound, as his remaining R will be required to defend his King) RxR, 31 RxP P-Kt4, 32 B-Q5 R-B7, 33 R-R7 R-Kt8ch, 34 K-B2 R(Kt8)-Kt7, 35 R-R8ch K-Q2, 36 R-R7ch KxP, 37 RxPch K-K2, 38 P-B4 RxKtch, 39 K-Bsq R(Q7)-KB7, and White resigned.
- (8) Better than taking QP with Kt or B, and then pushing on KP.
- (9) KtxKt would have been better.
- (10) Continued: 21 Kt-K3 P-Q4, 22 CastlesQR R-Qsq, 23 K-Ktsq (if 23 Kt-Kt4, Q-Kt4 would win a Piece). Black won on the 42nd move.
- (11) He could not play PxP, because of B-QKt5, followed by Kt-Q4.
- (12) Up to this point White seems to have opened the game with great care and skill. Here, however, he could have strengthened his attack by PxP, and then B-K6, a position from which he could not easily have been dislodged.
- (13) This secures Black's game from the danger with which he was menaced.
- (14) Continued: 21 Q-Qsq Q-B4, 22 BxKt QxB, 23 R-QB2 QxBP, 24 K-Bsq Q-Q5, 25 Kt-Kt3 QxQ, 26 BxQ B-Kt3, 27 R-QB6 B-K6, 28 B-Kt4 (B-B2 is the proper move, that in the text was an oversight). Black won on the 50th move.
- (15) La Bourdonnais used to condemn the early exchange of Queens upon the part of the first player in games of this description of odds. Experience, on the whole, justifies the criticism of the great French master.
- (16) To prevent an immediate advance upon his isolated centre Pawn.
- (17) Up to this point White seems to lose a little time.
- (18) By capturing with P instead of Kt he is enabled to operate with KB upon both wings at the same time.
- (19) Black's K is exposed, but the danger is not nearly so imminent when the Queens are off the board.
- (20) A menacing move.
- (21) PxKt would, perhaps, have been stronger.
- (22) Continued: 21 BxB KxB, 22 K-K2 KR-Qsq, 23 KR-Qsq B-Bsq, 24 Kt-Bsq K-B4 (the only chance for Black lies in an immediate advance in this quarter; his position upon the other side being physically untenable). Black eventually won.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	79	80	81	82	83	84
	Games of '62 Congress.	Games of '62 Congress.	Chess Play's. Mag. 1867.	Chess Play's. Mag. 1867.	Preti's collect Morphy.	Preti's collect Morphy.
	Solomons. Blackburne	Solomons. Blackburne	Fraser. Steinitz.	Fraser. Steinitz.	Owen. Morphy.	Owen. Morphy.
1	P-K4					
	P-Q3					
2	P-Q4					
	Kt-KB3					
3	B-Q3		B-QB4 (6)			
	P-K4		P-K3		Kt-B3	
4	P-Q5		Kt-QB3		Kt-QB3	
	B-K2		Kt-B3	P-B3	P-K3	
5	P-KB4		Kt-B3	Kt-B3	Kt-B3	
	B-Kt5	PxP	P-Q4	P-Q4	P-Q4	
6	B-K2	BxP	B-QKt5 (7)	B-Q3	B-Q3	
	BxB	Castles (2)	PxP	B-Kt5	B-Kt5	
7	QxB	Kt-KB3	Kt-K5	P-K5	B-KKt5	
	Castles	P-B3 (3)	B-Q2	KKt-Q2	PxP	P-KR3
8	P-B5	PxP	KtxB	Kt-KKt5	BxP	P-K5
	P-B3	KtxBP	QxKt	Kt-Bsq	B-Q2	PxB
9	P-B4	Q-Q2	Castles	BxP (12)	Castles	B-Kt6ch
	PxP	B-Kt5	B-Kt5	KtxB	Castles	K-Bsq
10	BPxP	Castles	Kt-K2	Q-R5ch	Kt-K5	KtxP
	QKt-Q2	Kt-KR4	CastlesKR	K-Q2	Q-Ksq	R-R3
11	Kt-KB3	B-K3	P-QB3	KtxKP	BxKKt	B-Q3
	Kt-B4	BxKt	B-Q3	KxKt	RxB	K-Ktsq
12	Kt-B3	RxB	P-QB4	Q-Kt6ch	Kt-Kt4	PxKt
	P-KR3	RxR	Q-B2	K-Q2	R-KBsq	QxP
13	Castles	PxR	BxKt (8)	QxPch	P-B4	Kt-B3
	P-R3	Kt-K4	BxPch (9)	B-K2	Q-K2	P-K4
14	P-QKt4	Q-Kt2	K-Rsq (10)	B-K3	R-B3	PxP
	QKt-Q2	Q-KBsq	B-Q3	K-B2	KtxP	KtxP
15	P-QR3	Kt-Q2	Kt-B4	CastlesQR	R-R3	Castles
	R-Bsq	Kt-KB5	PxB	Q-Bsq	Kt-B4	Q-B5
16	B-Q2	BxKt	Kt-R3	QxQ	Kt-K5	P-KR4
	Kt-Kt3	QxB	QR-Qsq	RxQ	B-Ksq	KtxKtch
17	R-R2	R-KBsq	Q-K2	P-B4	P-Kt4	QxKt
	Kt-B5	R-QBsq (4)	Kt-R4	R-Ktsq	Kt-R5	QxP
18	R-Bsq	Q-K2	B-K3	QR-Ktsq	Q-Ksq	QxPch
	P-QKt4	B-Kt4	Q-Kt3	Kt-Q2	Kt-Kt3	B-K3, and
19	P-QR4	Kt-B4	KR-Qsq	P-KKt4	KtxKt	wins.
	Q-Kt3ch	Kt-Kt3	R-B4	Kt-Kt3	PxKt	
20	K-Rsq	P-QR4	P-B5	P-KR3	Q-Kt3	
	KtxB (1)	P-Q4 (5)	B-B5 (11)	Kt-B5 (13)	R-Qsq (14)	

NOTES (extracted and condensed).

(1) Continued: 21 P-R5 Q-R2, 22 RxKt R-B5 (Mr. Blackburne played the Opening very well, and managed to steer clear of the difficulties which generally embarrass the second player when giving these odds), 23 R(Q2)-B2 (any attempt to save the Pawn would have been fruitless, involving him in even greater difficulties) RxKtP, 24 Kt-R2 RxP, 25 Q-Q3 R-K6, 26 Q-Q2 Kt-K5 (Black has now his forces well in hand, all ready for operation). Black won on the 50th move.

(2) Considering the odds given, the second player has now a tolerable good game.

(3) We do not see the objection to KtxKP.

(4) Surely it would have been much better to take the B, and then win a Pawn by Q-K6ch.

(5) This was certainly an imprudent step. The game was continued: 21 PxP Q-Q5ch, 22 K-Rsq QxQP, 23 Q-K4 Q-Q2, 24 Q-Kt4 Q-Qsq (exchanging Queens would, we believe, have been much better), 25 Q-K6ch K-Bsq, 26 Kt-Q6 R-B2, 27 B-B4 (White plays the ending very neatly) B-B3, 28 Q-Kt8ch, and wins.

(6) Kt-QB3 is one of the strongest moves which can be adopted by the opening player in this variation.

(7) The sacrifice of the centre Pawn is extremely perilous.

(8) It would have been better to have simply played P-KR3.

(9) A perfectly sound stroke of play.

(10) The B could not have been taken without immediate loss.

(11) Continued: 21 P-KKt4 R-Kt4, 22 KtxR (the best play, we believe, would be KtxB, as PxKt will be discovered to be unsound; let us suggest 22 KtxB [attacking the Q] KtxKt, 23 BxKt RxKtP best, 24 B-Kt3 R-Q4, 25 K-Kt2, and will eventually get into safe quarters) QxKt, 23 K-Kt2 Kt-B3, 24 BxB QxB, 25 K-R3 P-KR4, 26 PxP R-Q4, 27 K-Kt2 R-Kt4ch, 28 K-Bsq Kt-Kt5, 29 Q-Ksq RxRP, 30 K-K2 R-R7, and wins.

(12) White throws the game away by his impetuosity at this early stage.

(13) Continued: 21 B-B2 B-Q2, 22 Kt-K2 QR-KBsq, 23 P-Kt3 B-R6ch, 24 K-Qsq Kt-Kt7ch, 25 K-Q2 Kt-Kt4, 26 K-K3 Kt-K5 (very finely conceived), 27 B-Kt3 P-B4, 28 P-B3 PxPch, 29 PxP B-Kt4, 30 P-B5 Kt-Q8ch (an ingenious manoeuvre to preserve the Piece), 31 RxKt BxKt, 32 QR-KKtsq KtxB, 33 RxKt B-Kt4, 34 R-Kt2 K-Q2, 35 R-QB2 R-Bsq, 36 R(Rsq)-R2 B-QB8ch, 37 K-B3 B-Q6, 38 RxR RxR, 39 K-Kt3 B-K5, 40 R-K2 B-Kt4, 41 P-K6ch K-Q3, 42 R-KB2 R-B6ch, and wins.

(14) Continued: 21 R-KBsq R-Q7, 22 K-Rsq Q-Qsq, 23 Q-Ksq B-Kt4, 24 KtxB RxKBP, 25 RxR R-Q8, 26 Q-Bsq RxQch, 27 RxR Q-Kt4, 28 B-Q3 Q-Q4ch, 29 R(R3)-B3 K-R2, 30 P-QR3 B-Q7, 31 K-Kt2 P-K4, 32 R-Qsq P-K5, 33 R-R3ch K-Ktsq, 34 P-B4 Q-Kt4, 35 B-K2 P-K6, 36 KtxBP Q-B5, 37 B-B3 QxKt, 38 B-Q5ch K-Bsq, 39 R-KBsqch K-K2, 40 R-B7ch K-Q3, 41 RxKP BxR, 42 RxQ KxR, 43 K-B3 B-B8, 44 P-Kt3 BxP, 45 P-R4, and the game was abandoned as a draw.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	85	86	87	88	89	90
	Chess Play's. Chron. 1849.	Chess Play's. Chron. 1848.	Chess Play's. Chron. 1855.	Walker's Studies, 1844.	Chess Play's. Chron. 1862.	Chess Play's. Chron. 1854.
	Kenny, Lowe.	Cochrane. Staunton.	Green. Lowenthal.	Slous. Fraser.	Schroder. Medley.	Green. Lowenthal.
1	P-K4 P-Q3					
2	P-Q4 Kt-QB3					
3	P-Q5 Kt-K4				P-QB3 P-K4	Kt-KB3 B-Kt5 (15)
4	P-KB4 Kt-B2				Kt-B3 Kt-B3	P-Q5 Kt-K4
5	Kt-QB3 P-K3 (1)	P-B5 Kt-B3	Kt-KB3 P-K3	B-Q3 P-K4	B-KKt5 B-K2	B-QKt5ch P-B3
6	B-Kt5ch K-K2 (2)	B-Q3 P-KKt3	PxP BxP	Kt-KB3 Kt-B3	BxKt BxB	PxP PxP (16)
7	Kt-B3 (3) Kt-B3	Kt-QB3 P-B3	P-B5 B-Q2	P-B4 P-B3	B-B4 B-Kt5	KtxKt Q-R4ch(17)
8	Castles P-B3	KKt-K2 BPxP	B-QB4 KKt-R3	Q-K2 B-K2	P-Q5 Kt-K2	Kt-QB3 BxQ (18)
9	B-Q3 (4) Q-Kt3ch	BPxP RPxP	Kt-B3 B-K2	Castles Castles	B-K2 Kt-Kt3	KtxP Q-Kt3
10	K-Rsq B-Q2	PxP Kt-K4	Castles P-B3	Kt-B3 B-Kt5	P-KR3 B-Q2	B-K3 (19) Q-B2
11	Q-Ksq R-Ksq (5)	B-KB4 KtxBch	K-Rsq Q-Kt3	P-KR3 B-Q2	P-KKt3 Castles	Kt-Q5 Q-K2
12	P-K5 KtxQP	QxKt B-B4	P-KR3 P-Q4	Kt-KKt5 KtxKt	Q-Q3 Q-K2	RxB (20) K-B2
13	Q-R4ch P-Kt4	Q-Q2 Q-Kt3	BxKt KtxB	PxKt Kt-Ksq	P-KR4 P-B3	Kt-Q4 R-Bsq
14	KtxKtch KPxKt	CastlesQR Kt-Kt5	B-Kt3 PxP	RxBch BxR	P-R5 Kt-Rsq	P-KB4 P-K4 (21)
15	KtxP KtxKt	P-KR3 Kt-K4 (7)	Kt-K5 (9) Q-B2 (10)	B-K3 B-K2	P-B4 Kt-B2	PxP PxP
16	QxKtch K-B2	BxKt PxP	Q-R5ch K-Bsq (11)	Q-Q2 P-KKt3	QKt-Q2 P-B4	Castles ch K-Kt3
17	Q-B6ch K-Ktsq	P-KKt4 Castles	P-B6 B-Qsq	R-KBsq Kt-Kt2	Kt-R4 BxKt	B-Q3 (22) B-Q3
18	R-B3 R-K2	K-Ktsq (8) B-Q2	PxPch KxP	B-K2 P-QR3	PxB Kt-R3	Kt-KB3(23) Kt-B3
19	R-Kt3ch R-Kt2	Q-Kt5 Q-KB3	KtxB (12) QxKt	P-QKt4 P-Kt4	Q-KKt3 R-R5	Kt-R4ch K-B2
20	P-K6 B-Ksq (6)	Black won at move 30.	Q-K5ch K-Kt3 (13)	QPxP BxBP (14)	Black won at move 57.	Black won at move 36.

NOTES (extracted and condensed).

- (1) This was not well considered.
- (2) He would have lost a Pawn if he had interposed his B.
- (3) PxP, followed by P-B5, looks promising, but by retreating his B to Q2, after taking the Pawn, Black appears to escape.
- (4) Some instructive variations arise from PxBP, instead of withdrawing B.
- (5) This hastens the catastrophe.
- (6) Continued : 21 P-K7, and Black resigned.
- (7) Upon examining the position, the young player will soon discover why Black retreated his Kt, instead of playing him to B7.
- (8) He would obviously have lost his Q, if he had taken the B.
- (9) The key move of a fine combination, the advantage of which, luckily for Black, his opponent throws away most heedlessly.
- (10) It is obvious that he cannot take the P with B.
- (11) If he goes to Qsq, White obtains a winning game by KtxB.
- (12) White has now an opportunity of securing the game easily; e.g. : 19 R-B7ch KtxR best, 20 QxKtch K-R3, and White can win a Piece at once.
- (13) Continued : 21 R-B6ch (this was an oversight—Mr. Green, like many other young players [and he is one of the most promising amongst them] becoming reckless at the moment of victory. By simply taking KP, or KR, or playing QR-Qsq, he would have had an irresistible position). Black ultimately won.
- (14) Continued : 21 Kt-Q5 Kt-K3, 22 P-KR4 K-Kt2, 23 B-Kt4 Kt-Bsq, 24 B-Kt6 Q-Ktsq, 25 KtxB QxBch, 26 P-B5 PxP, 27 Q-Q6 P-B5ch, 28 K-R2, and wins.
- (15) If this move be adopted by the defending player at the odds of the Pawn and move he must be careful to avoid the snare into which Black falls in this game.
- (16) KtxP is the correct play. After the move made the second player's game cannot be saved, if his opponent conduct the attack with care and tenacity. This Opening is given, with the unimportant alternation of the first two moves, at page 479 of the "Chess Player's Companion."
- (17) In the "Chess Player's Companion" the moves are : 7 BxQ, 8 BxPch Q-Q2, 9 BxQch K-Qsq, 10 Kt-B7ch, and will win easily.
- (18) Evidently he has no better resource.
- (19) This may be safely played, as White is sure to gain the Q in a few moves.
- (20) Over-refining play in a match. The simple discovery of check, by playing Kt-R4, would win the Q, and preserve an unquestionable advantage in position. However, White plays the next few moves with great ingenuity.
- (21) P-K3 seems a little safer.
- (22) A very fine move. Let us imagine that Black now takes the offered Kt :— 17 B-Q3 PxKt, 18 P-K5ch K-R4, 19 R-B5ch K-Kt3 (if the Black King were to be moved to Kt5 or R5, he would be mated in two moves), 20 QR-KBsq, and Black cannot extricate himself from the toils that beset him.
- (23) We should have preferred the advance of Kt to his retreat. If he had gone to B5, and Black had replied with R-Qsq, or R-B3, or B-B4, White could have forced mate in five moves. But if the B had retreated to K2, the following beautiful play might have arisen :—18 Kt-B5 B-K2, 19 B-QR6 QxB, 20 KtxBch KtxKt, 21 KtxKtch K-R4, 22 R-B5ch, and the young player will perceive that there are but three moves at Black's disposal, and all alike lead to mate in two moves.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	91	92	93	94	95	96
	Chess Play's. Chron. 1854.	Chess Play's. Chron. 1854.	Chess Play's. Chron. 1854.	Chess Play's. Chron. 1854.	Chess Play's. Chron. 1854.	Chess Player Vol. III.
	Brien. Lowenthal.	Brien. Lowenthal.	Brien. Lowenthal.	Brien. Lowenthal.	Brien. Lowenthal.	Maude. Williams.
1	P-K4 P-Q3					
2	P-Q4 B-K3 (1)					P-K3
3	Q-R5ch (2) P-KKt3 (3)				B-Q3 B-B2	B-Q3 Kt-QB3
4	Q-QKt5ch B-Q2				P-QB4 P-K4	B-K3 Kt-B3
5	QxP Kt-QB3				P-Q5 B-K2	P-KB4 (22) B-K2
6	Kt-KB3 (4) B-Kt2				Kt-QB3 B-B3	Kt-KB3 Castles
7	P-B3 P-QR3	R-Ktsq	Kt-R3	P-QR4 (17) B-QKt5	Kt-KR3 Kt-Q2	Castles Kt-KKt5
8	Q-Kt3 P-K3	Q-R6 R-Kt3	B-Q3 Castles	QxKt (19) BxQ (20)	Castles Kt-K2	Q-Ksq B-B3 (23)
9	B-Q3 KKt-K2	Q-Q3 P-K4	Q-Kt3ch K-Rsq	BxBch K-B2	B-K3 Castles	P-K5 PxP
10	B-K3 (5) Castles	P-Q5 QKt-K2	P-K5 (10) PxP	Kt-Kt5ch K-B3	Q-Q2 Kt-KKt3	BPxP KtxB
11	QKt-Q2 P-Q4	Q-B2 Q-Ktsq	KtxP KtxKt	P-K5ch K-B4 (21)	P-B4 PxP	QxKt B-K2
12	P-B4 R-Ktsq	P-QKt4 P-B3 (7)	PxKt Kt-Kt5	B-K4ch K-Kt5	KtxP QKt-K4	P-B3 Q-Ksq
13	Q-B3 Kt-Kt5	B-K3 R-Kt2	P-KB4 B-QB3	P-KR3ch K-R4	B-K2 Q-Q2	QKt-Q2 Q-R4
14	B-K2 P-B4	B-QR6 R-B2	Q-B2 BxKP (11)	and White mates in 3 moves.	Kt-R5 B-K2	Kt-K4 B-Q2
15	P-QR3 Kt(Kt5)-B3	QKt-Q2 PxP	Castles (12) Q-Q4		B-R6 KtxP	Kt-Kt3 Q-Kt5
16	BPxP BPxP	PxP KtxP	P-KR3 (13) Q-B4ch		BxKt Kt-K4	R-B2 (24) B-R5
17	KtxP PxP	Kt-K4 KtxKtP (8)	K-Rsq Kt-K6 (14)		B-K2 PxP	KtxB QxKt
18	PxP KtxP	KtxQPch K-Bsq	P-QKt4(15) KtxQ		QxP, and White eventually won.	R(B2)-Bsq RxR
19	Q-B4 Kt(B3)-K2	Q-Kt3 Kt-B7ch	PxQ KtxR			RxR Kt-K2
20	B-B3 B-Kt4 (6)	QxKt R-B3 (9)	PxB RxBch (16)			R-B4 Q-R3 (25)

NOTES (extracted and condensed).

(1) This Opening, which may be played with advantage by the giver of the P and move, is not nearly so good when adopted in games of P and two moves.

(2) This check of the Q leads to games of interest. The first player wins a Pawn, but gives his opponent time to bring out his Pieces.

(3) Evidently the best move.

(4) Intended more for attack than defence, as will be seen in the ensuing game.

(5) Mr. Brien's usual move here is B-KKt5.

(6) Continued: 21 BxKtch KtxB, 22 KtxB PxKt, 23 Q-Kt3 K-Rsq, 24 CastlesKR (after his last moves White cannot save his Pawns on the Queen's side without difficulty, and this does not improve his chance) KtxB, 25 QxKt R-Ksq, 26 Kt-K4 BxP, 27 QR-Qsq Q-K2, 28 KR-Ksq QxP, 29 R-Q3 Q-K2, 30 Q-R3 B-Kt2, 31 R-Q7 Q-B4, 32 P-Kt3 Q-B4, and wins. (Black's 32nd move is decisive, as it wins a Piece by force.)

(7) Better, perhaps, to have prevented the attack on his QR, by B-R3.

(8) We should have preferred taking off the QB, and then winning the QKtP with Q. Black would certainly, in that case, have got the advantage.

(9) Continued: 21 Kt-K4 RxB, 22 B-B5ch Kt-K2, 23 R-QKtsq Q-B2, 24 Q-Kt3 P-R3, 25 Kt-R4 (White loses time here; but, fortunately for him, his adversary is so awkwardly situated that he cannot take advantage of the delay) P-Kt4, 26 Kt-B3 B-Ksq, 27 Q-Kt8 QxQ, 28 RxQ K-B2, 29 Kt-Q6ch RxKt, 30 BxR Kt-B3, 31 R-Kt7ch K-Kt3, 32 Castles, and wins.

(10) White never recovers the effect of this precipitate step.

(11) Well played.

(12) Had he taken B, Black would have got an attack which nothing could withstand.

(13) Again ruin would have followed the capture of the B. For example: 16 PxB Q-B4ch, 17 K-Rsq RxRch, 18 BxR QxKP, and White has no resource.

(14) This is a good move.

(15) Taking Kt would have been dangerous, but we should have preferred it to this line of play.

(16) Continued: 21 BxR Kt-B7, 22 B-KKt5 P-K3, 23 Kt-Q2 K-Ktsq, 24 Kt-Kt3 R-Ktsq, 25 B-Q2 B-Q4, 26 P-B4 B-K5, and White resigned.

(17) By playing thus Black enables his adversary to show the full power of his previous move of Kt-KB3.

(18) Winning the Q by force, but White had previously intended to give her up.

(19) He is sure, if his Q be taken, to win at least the Q in return.

(20) Black could also have taken the B with R, in which case White would have brought his Q safely back, retaining the two Pawns, with no disadvantage in position.

(21) The following is better for Black, though in the end it would also involve loss: 11 PxP, 12 PxPch K-B4, 13 B-K4ch KxP, 14 Kt-B7ch KxB, 15 KtxQ RxKt; White having a Pawn more, and having separated the Pawns of his adversary, should win the game.

(22) In games of this description this move is not good, because it somewhat interrupts the action of the QB.

(23) Black has a better Opening than he ought to have obtained, by reason of his opponent losing valuable time at move 5.

(24) All these moves are admirably played by White.

(25) Black eventually won.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	97	98	99	100	101	102
	Chess Play's. Chron. 1855.	Chess Play's. Chron. 1855.	Chess Play's. Chron. 1855.	Chess Play's. Chron. 1855.	Chess Play's. Chron. 1855.	Chess Play's. Chron. 1855.
	Janssens, &c. Lowenthal.	Brien. Lowenthal.	Green. Lowenthal.	Ranken. Lowenthal.	Wayte. Lowenthal.	Brien. Lowenthal.
1	P-K4 P-Q3					
2	P-Q4 P-K4 (1)					
3	P-Q5 (2) Kt-KB3		PxP Q-K2			Kt-KB3 (20) B-Kt5 (21)
4	B-Q3 B-K2	B-KKt5 B-K2	Kt-KB3 (11) PxP	P-KB4 Kt-Q2	Kt-QB3 PxP	PxP BxKt (22)
5	P-KR3 (3) QKt-Q2	BxKt BxB	Kt-B3 P-B3 (12)	Kt-QB3 PxP	Kt-Q5 Q-Q3	QxB Kt-Q2 (23)
6	B-K3 Kt-Bsq	P-QB4 P-B4	B-QB4 B-Kt5	Kt-Q5 Q-Qsq	B-Q3 Kt-KB3	PxP BxP
7	Kt-K2 Kt-Kt3	Kt-QB3 Castles	P-KR3 BxKt	Kt-KB3 P-B3	KtxKt QxKt	B-QB4 KKt-B3
8	Castles Kt-R4	B-Q3 R-B2	QxB Q-B3	Kt-B3 B-Kt5 (17)	Kt-B3 B-KKt5	Castles Q-K2
9	P-QB4 Castles	KKt-K2 Kt-Q2	QxQ KtxQ	PxP Q-R4	B-K2 BxKt	Kt-B3 CastlesQR
10	QKt-B3 B-Kt4 (4)	Castles Kt-Bsq	B-Q2 QKt-Q2 (13)	Q-Q4 Kt-B4	BxB Kt-B3	Q-B5 K-Ktsq
11	Q-Q2 KKt-B5 (5)	P-B4 (8) PxP	CastlesQR P-QKt4	B-Q2 Kt-K3	Castles R-Qsq	P-B4 (24) B-Kt5
12	KtxKt PxKt	KtxP B-K4	B-Q3 (14) B-Q3	Q-B4 Kt-K2	Q-Ksq B-B4	R-Ksq Kt-Kt3
13	B-Q4 BxP (6)	KKt-K2 R-B3	B-K3 B-B4 (15)	P-QR3 BxKt	B-R5ch P-KKt3	B-Q3 P-Kt3
14	P-B3 B-Q2	RxR QxR	BxB KtxB	BxR Q-B2	B-K3 B-Q3	Q-R3 P-KR4
15	Kt-K2 B-R5	Q-KBsq (9) Q-R3	KR-Ksq Kt-K3	P-QR4 Kt-Qsq	B-K2 Castles	Q-R4 P-Kt4 (25)
16	KR-Qsq B-Kt6	Kt-Kt3 Q-K6ch	Kt-K2 K-K2	R-Qsq B-Kt5	B-QB4ch K-Rsq	QxKtP QR-Ktsq
17	K-Bsq Q-R5	K-Rsq BxKt(Kt6)	P-QB3 QR-Qsq	B-K2 Kt-Kt3	P-QB3 P-KKt4	Q-R4 B-B4ch
18	Kt-Ktsq Q-R8	PxB QxKtP	B-B2 P-KR4	Q-Q4 (18) Kt-B5	R-Qsq R-Q2	K-Bsq (26) Q-Kt2
19	QR-Bsq Kt-R5	Q-B3 Q-R5ch	RxR RxR	Q-B2 Kt(Q1)-K3	Q-K2 R-Kt2	Q-R3 Kt-Kt5
20	Q-K2 B-Kt5 (7)	K-Ktsq Kt-Kt3 (10)	R-Qsq RxRch (16)	B-B4 R-KBsq (19)	Black won at move 47.	Kt-Qsq R-KBsq (27)

NOTES (extracted and condensed).

(1) This Opening has been played lately (1855) with great success by Herr Lowenthal. Kt-KB3 is stronger. (See columns 61-84.)

(2) Many think PxP a better move (see columns 99-101). We prefer the text; if the P is taken, White plays Q-K2, and obtains a better game than he ought to have at such odds. 3 Kt-KB3 is, however, best. (See columns 102-106.)

(3) Very weak.

(4) Black plays the Opening with his usual skill.

(5) After this the attack is completely in Black's hands. The poor RP, so unfortunately advanced at the 5th move, is now the object of a vehement and well sustained assault.

(6) The capture of this B, so skilfully offered, would be fatal.

(7) Continued: 21 P-K5 KtxBP, 22 BxPch K-Rsq, and White resigned.

(8) Somewhat premature.

(9) White must have overlooked the full force of his adversary's reply, which wins a Pawn or a Piece.

(10) Continued: 21 R-KBsq Q-K2, 22 Kt-Qsq (a lost move) Kt-K4, 23 Q-Kt3 B-Q2, 24 B-K2 R-KBsq, 25 RxRch KxR, 26 Q-B4ch K-Ktsq, 27 Kt-B3 P-KKt3, 28 P-QKt3 K-Kt2, and Black ultimately won, through his Pawns on the K side.

(11) Kt-QB3 is the correct move. (See column 101.)

(12) This move is unavoidably necessary; Black could not, without disadvantage, have allowed White to play Kt-Q5. If White had played the QKt at his 3rd move Black could not have replied with P-B3, as he would have lost a Pawn.

(13) Considering the odds, Black has a tolerably open game.

(14) If B-Kt3 he would lose the KP.

(15) Black properly challenges the exchange of Bishops, since, if accepted, he brings his QKt into a better position.

(16) Continued: 21 KxR P-R5 (this prevents White from moving P-KKt3, which would leave his KRP without support), 22 K-Q2 P-B4, 23 K-K3 P-Kt4, 24 P-KKt4 (the game was, we believe, about even, Black's freedom of action with his Knights compensating for the Pawn minus; but this move subjects White to an attack upon his KRP, which not only throws him upon the defensive, but also cramps his position). White resigned on the 53rd move.

(17) Although White's Pawns may be doubled by this move, he will gain a second Pawn and have a stronger position.

(18) If 18 P-K6 Black could not play BxP, on account of RxKtch. KtxP was, perhaps, possible, e.g.: 18 P-K6 KtxP, 19 P-R3 Q-Kt6ch, 20 K-Bsq Kt(K3)-B5, &c.

(19) 20 Castles would give White an attack of considerable strength. White won on the 39th move.

(20) See also columns 103-106, and notes thereto.

(21) Best he can do, in order to liberate his game. He is, however, in danger of losing a second Pawn.

(22) If 4 Q-K2, 5 Q-Q5. (See column 103.)

(23) Evidently he cannot take the KP.

(24) B-KKt5 is, perhaps, a better move.

(25) Being two Pawns behind, Black risks everything to redeem the battle.

(26) We leave our readers to determine whether the text move is the best.

(27) Continued: 21 R-Ktsq Kt-Q4 (see note 25; Black's sacrifice is very beautifully conceived). White won on the 32nd move.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	103	104	105	106	107	108
	Chess Play's. Chron. 1855.	Chess Play's. Chron. 1855.	Chess Play's. Chron. 1855.	Chess Play's. Chron. 1855.	Chess Play's. Chron. 1843.	Chess Play's. Chron. 1861.
	Brien.	Wayte.	Wayte.	Brien.	Cochrane.	Hookham.
	Lowenthal.	Lowenthal.	Lowenthal.	Lowenthal.	Staunton.	Janssens.
1	P-K4					
	P-Q3					
2	P-Q4				B-B4	
	P-K4				Kt-KB3	
3	Kt-KB3 (1)				P-Q4	P-Q3
	B-Kt5	PxP			B-Kt5 (12)	P-K4
4	PxP	KtxP			Q-Q3	B-K3
	Q-K2	Kt-KB3			Kt-B3	Kt-B3
5	Q-Q5	B-QB4 (3)		Kt-QB3	Kt-QB3	P-QR3
	BxKt	Kt-B3	P-B4	P-B4	P-K4	P-QR3
6	PxB	Castles	B-QKt5ch	B-QKt5ch	B-QKt5	Kt-QB3
	P-B3	Kt-K4	B-Q2 (6)	K-B2 (7)	PxP	B-K2
7	PxP	B-Kt3	Kt-K6	B-QB4ch	QxP	QKt-K2
	PxQ	P-B4	Q-Bsq	K-Ksq (8)	B-K2	B-Kt5
8	PxQ	Kt-KB3	Kt-B3	KKt-K2	B-K3	P-QB3
	KtxP	B-Kt5	Kt-B3	B-Kt5	Castles	P-Q4
9	B-QKt5ch	B-R4ch	KtxB	P-B3	BxKt	PxP
	QKt-B3	Kt(B3)-Q2	RxKt	B-R4	PxB	KtxP
10	Kt-B3	KtxKt (4)	QxP	P-KKt4	P-KR3	Q-Kt3
	Castles	BxQ	Kt-Q5	B-B2 (9)	B-R4	Kt-R4
11	RxKt	BxKtch	B-Q3	P-Kt5 (10)	Q-B4ch	Q-R4ch
	KtxB	QxB (5)	Kt-Kt5	BxB	P-Q4	P-QKt4
12	B-Kt5	KtxQ	Kt-Q5	PxKt	QxBP	BxPch
	P-Q5	BxP	Q-Qsq	QxP	B-Ksq (13)	PxB
13	BxR	KtxB	Kt-B7ch	Kt-Q5	Q-R6	QxB
	PxKt	and wins.	and Black resigned.	BxKt(Q4)	B-Kt5	Castles
14	B-Kt5			QxB	KKt-K2	Q-K6ch
	PxP			Kt-B3	KtxP	K-Rsq
15	R-QKtsq			Castles	CastlesKR	QxP
	B-R6			Q-B2	BxKt	B-B3
16	B-Q2			Kt-Kt3	KtxB	Q-Kt3
	Kt-Q5			Kt-Kt5	KtxKt	B-R5
17	B-B3			QxQch	PxKt	Q-R3
	B-Kt5			KxQ	R-B3	KtxB
18	BxB			P-B3	Q-K2	Kt-B3
	KtxQBpch			Kt-B3	R-KKt3	RxKt
19	K-K2			B-B4	P-KB4	QxR
	KtxB			P-KKt3	R-Ktsq	Kt-B7ch
20	RxP			QR-Qsq	P-B5	K-Bsq
	Kt-B3 (2)			K-K3 (11)	B-Kt4 (14)	KtxR (15)

NOTES (extracted and condensed).

(1) After this move the second player must always have a bad game. Indeed, this may be considered one of the worst Openings that can be played by the giver of the Pawn and move. It loses time, and increases the difficulty of defence to such a degree that it is hardly possible even for an excellent player like Herr Lowenthal to find good moves afterwards.

(2) Continued: 21 R-Qsq R-Bsq, 22 R-Q5 (to keep the Kt out of play) R-B2, 23 K-K3 P-QKt3, 24 P-B4 K-Kt2, 25 R(Kt2)-Q2 K-B2, 26 P-K5 R-K2, 27 R-Q6 Kt-R4, 28 R-B2ch K-Ktsq, 29 K-K4 Kt-Kt2, 30 K-Q5 Kt-B4, 31 RxKt PxR, 32 KxP P-Kt4, 33 P-K6 PxP, 34 R-Q8ch K-B2, 35 R-Q7ch RxR, 36 PxR KxP, 37 K-Q5, and wins.

(3) Kt-QB3, threatening, if Black play P-B4, B-QKt5ch, is good at this stage. (See Column 106.)

(4) This reply, apparently overlooked, proves Black's 9th move to be fatal.

(5) So lost is Black's game that this is the only mode of escaping immediate mate, and this at the cost of a Piece.

(6) If K-B2 White may play B-QB4ch, having seriously damaged Black's game by displacing the King.

(7) It may be as well to state that the second player must display great care in this Opening (which is one we thoroughly disapprove of), or he will add to his other disadvantages the loss of his Q, e.g.: 6 B-Q2, 7 Kt-K6 Q-Kt3, 8 Kt-R4, and the Black Q must be lost.

(8) Black cannot play P-Q4 at this point.

(9) The moves of the Black B have seriously enhanced the second player's difficulties. After this move his game may be pronounced untenable.

(10) Obviously White, in his mind's eye, had exchanged Bishops previous to making this move. In that case the check of the Queen at Q5 would have won the game. The mistake in question has, however, the merit of equalizing the forces, and of giving zest to a game which otherwise would have been a mere Opening.

(11) Continued: 21 R-Q5 B-K2, 22 Kt-K2 KR-KBsq, 23 B-R6 (the Bishop's move is of more immediate than ultimate value; he must afterwards be in some peril on account of Black's threatened move, P-KKt4). White won on the 45th move.

(12) If KtxP Black loses immediately.

(13) If P-Q5 White replies Q-B4ch, and then takes the P.

(14) Continued: 21 Q-B2 R-QB3, 22 KR-Ksq RxP, 23 BxP R-Rsq, 24 B-Q4 R-B3, 25 Q-Kt3 Q-KBsq, 26 P-QR4 B-B5, 27 P-B6 P-Kt3, 28 P-B7ch QxP, 29 Q-K5, and Black resigned.

(15) Continued: 21 Q-K4 Kt(R8)-Kt6, 22 K-Ktsq Q-Ksq, 23 Q-KKt4 Q-K2, 24 P-Kt3 R-Ksq, 25 Kt-B4 B-Kt4, 26 Kt-Kt2 Kt-B3, 27 P-KR4 Kt-K4, 28 Q-Qsq Kt-Q7, 29 PxB Kt(K4)-B6ch, and wins.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	109	110	111	112	113	114
	Chess Play's. Chron. 1842.	Chess Play's. Chron. 1842.	Chess Play's. Chron. 1852.	Chess Play's. Chron. 1860.	Chess Play's. Chron. 1844.	Chess Play's. Chron. 1846.
	Popert. Bourdonnais.	Philidor. Maseres.	Mr. A. M. de Kives.	Jennings. Philidor.	Mongredien. Staunton.	Mr. C. Mr. —.
1	P-K4 Kt-KR3 (1)					
2	P-Q4 Kt-B2					
3	B-Q3 P-K3 (2)					P-KB4 (14) P-K3
4	Kt-KB3 P-Q4		P-KB4 P-Q4	P-Q3 (8) Kt-KB3 P-K4	Kt-B3 B-K3 P-K4	B-Q3 Kt-B3
5	P-K5 (3) P-B4		P-K5 P-B4	P-Q5 P-B4 (9)	P-Q5 Kt-K2	B-K3 P-Q3
6	P-B3 Kt-B3		P-B3 Kt-B3	Castles B-K2	Kt-K2 Kt-Kt3	Kt-KR3 Q-R5ch
7	Castles Q-Kt3	B-K3 P-QKt3	Kt-KB3 Q-Kt3	B-K3 Castles	Castles B-K2	Kt-B2 P-KKt3
8	P-QR4 B-Q2	B-QKt5 B-Q2	B-B2 B-Q2	QKt-Q2 P-QR3	P-KB4 PxP	Kt-Q2 B-Kt2
9	B-B2 B-K2	P-QR4 P-QR3	Castles B-K2	P-QR4 B-Kt5	KtxP Kt(Kt3)-K4	P-B3 Castles
10	Q-Q3 CastlQR (4)	B-Q3 P-Kt3	K-Rsq CastlesKR	B-K2 (10) Kt-Q2	B-Q4 Castles	Kt-B3 Q-K2
11	PxP Q-B2	Castles Q-B2	Q-Q3 P-Kt3	P-B4 P-QKt3	Kt-Q2 B-Kt4	P-KR4 P-K4
12	P-QKt4 P-KKt4	Q-K2 P-B5	P-QR4 QR-Bsq	K-Rsq BxKt	Kt-R5 P-Q3	B-B4 K-Rsq
13	Kt-R3 QKtxKP	B-B2 R-QKtsq	QKt-Q2 Kt-R3	KtxB P-KKt4	Kt-KKt3 Kt-Kt5	Kt-Kt5 KtxKt
14	KtxKt KtxKt	Kt-R3 B-K2	PxP BxP	P-KKt4 K-Kt2	Kt-B3 B-K6ch	RPxKt PxQP
15	Q-Kt3 P-KR4	P-R3 Castles	Kt-Kt3 P-R4 (6)	Q-Q2 P-R3	K-Rsq BxB	PxP P-Q4
16	P-KB4 P-R5	Kt-R2 P-QKt4	Kt-Kt5 R-B4	Kt-Ktsq R-Rsq	KtxB Kt-K6 (12)	BxP Q-Kt5ch
17	Q-Ksq Kt-Kt5	PxP PxP	Q-R3 K-Kt2	R-R3 Kt-Bsq	Q-K2 KtxR	Q-Q2 KtxP (15)
18	Kt-Kt5 Q-Ktsq	Q-Kt4 K-Kt2	KtxB QxKt	P-R3 Kt-Kt3	RxKt Kt-K4	QxQ Kt-B7ch
19	P-R3 P-R3	P-B4 Kt-R3	P-KKt4 RxKt	Q-B3 (11) B-B3	Kt(Kt3)-B5 BxKt	K-K2 KtxQ (16)
20	Kt-Q4 P-K4 (5)	Black won at move 60.	PxR Kt-KKt1(7)	White won at move 45.	KtxB Q-Kt4 (13)	

NOTES (extracted and condensed).

(1) A favourite move of Philidor's. [Tacitly abandoned by most good players. There can be no question that it is untenable. It is too tardy, and affords White too much scope for attack.—C.P.C. 1854-5.]

(2) P-K4 may be played with advantage at this point.

(3) PxP, followed by P-QB4, would give a stronger game.

(4) By Castling on the Q side Black injudiciously exposes himself to a formidable attack from the adverse Pawns.

(5) Continued: 21 PxKt KtPxP (obviously he would have lost his KB had he taken the Kt), 22 Kt-B5 QR-Ksq, 23 P-B4 (instead of this somewhat feeble move he might have played BxP, and ought then to have won easily). The game was left unfinished at the 33rd move.

(6) This was necessary, to prevent White playing P-QR5, and thus winning the B next move.

(7) Continued: 21 B-K3 (we should have made a bolder push at this crisis; suppose 21 R-B7ch KxR, 22 QxPch K-Ksq [if K-Bsq, 23 B-K3 QxB or P-Q5, 24 R-KBsqch, and Black cannot save the game], 23 QxKtch K-K2, 24 Q-Kt7ch K-Qsq, 25 Q-B6ch K-B2, 26 BxP R-Bsq, 27 B-B7, and must win) P-Q5, 22 B-Q2 KtxKP, 23 R-B4 P-Q6, 24 B-Qsq B-B3ch, 25 B-B3 KtxB, 26 RxKt Q-B7, and White resigned.

(8) We much prefer P-K4 or P-K3.

(9) He should have played B-K2, followed by Castles, and P-B3.

(10) There was no necessity for this; the proper play was 10 P-R3.

(11) Intending, doubtless, to play 20 P-B4.

(12) Better, we believe, than taking the KRP.

(13) Continued: 21 P-KR4 Q-Kt5, 22 Q-B2 (menacing a check with his Kt, which would win the game in three moves) K-Rsq, 23 Q-K3 KtxB, 24 PxKt QR-Ksq, 25 Q-Q4 (R-B4 is preferable) R-K4, 26 Q-K3 R(Bsq)xKt, 27 RxR QxR, and wins.

(14) Always a good move against the defence here adopted.

(15) This is ingeniously played by Black, but his opponent's position, with the Rooks and Bishops all bearing on the defenceless King, is irresistible.

(16) White announced mate in seven moves.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	115	116	117	118	119	120
	Chess Play's. Chron. 1854.	Chess Play's. Chron. 1855.	Chess Play's. Chron. 1849.	Chess Play's. Chron. 1853.	Chess Play's. Chron. 1846.	Chess Play's. Chron. 1845.
	Green. Lowe.	Green. Horwitz.	Medley. Buckle.	Brien. Lowenthal.	Harrwitz. Staunton.	Stephens. Forth.
1	P-K4 Kt-KR3					
2	P-Q4 Kt-B2					
3	P-KB4 P-K3					
4	B-K3 (1) P-Q4	P-B4 P-B4	P-B4 B-Kt5ch		P-B3 Kt-KB3	Kt-KB3 P-Q4
5	P-K5 P-KKt3	PxP Q-B2	Kt-QB3 P-B4	Castles Kt-B3	B-K2 Kt-B3	P-K5 P-B4
6	Kt-KB3 B-K2	Kt-QB3 BxP	P-Q5 BxKtch	P-Q3 B-Q3	Kt-QR3 B-K3	P-B3 Kt-B3
7	P-B4 P-B3	BxB QxB	PxB P-Q3	Kt-B3 Castles	Castles P-QR3	B-Q3 Q-Kt3
8	Kt-B3 Castles	Q-Q2 Castles	B-Q3 P-K4	Kt-K2 (6) Kt-K2 (7)	Kt-R3 B-Q3	B-B2 B-Q2
9	R-Bsq B-Q2	Kt-B3 Kt-Q3 (4)	P-B5 P-KKt3	P-B4 P-QR3	Kt-QB2 Castles	R-Bsq BxKt
10	PxP BPxP	B-Q3 P-QKt3	Kt-B3 PxP	P-R4 PxP	P-Q3 P-R3	PxB Q-Q3
11	B-Q3 Kt-KR3	CastlesQR Kt-B5	PxP Kt-Q2	PxP Q-B2	P-B2 (11) Q-B2	Q-Q3 KtxP
12	Castles Kt-Kt5	BxKt QxB	Castles Kt-B3	Q-B2 B-Q2	P-KR3 QR-Qsq	P-B4 Kt-B3
13	Q-K2 Kt-QB3	P-KKt4 Q-B2	Kt-Kt5 KtxKt	B-K3 Q-B2	B-Q2 P-K5	B-Kt4 (13) Q-B2
14	P-QR3 P-QR3	P-K5 B-Kt2	BxKt Q-K2	Kt-R4 Kt-R3 (8)	P-Q4 K-R2	B-K2 P-KKt3
15	Kt-KKt5 KtxB	KR-Bsq P-QR3	BxKt QxB	P-R3 Kt-B2	PxP BxP	Castles K-B2
16	QxKt BxKt	K-Ktsq P-QKt4	Q-R5ch Q-B2	R-B3 P-K4	Kt-Q4 Q-K4	P-Q5 P-B4
17	PxB Q-Kt3	Q-Q3 P-Kt3	QxQch KxQ	QR-KBsq Q-Q3	Kt-Rsq B-Q3	B-R3 R-Ksq
18	Kt-K2 K-Kt2	Kt-Kt5 K-Kt2	R-B3 K-B3	R-Kt3 B-B2	P-KKt3 Kt-K2	B-Kt2 Q-Q3
19	R-B6 QR-Ktsq(2)	P-KR4 P-Kt5	QR-KBsq B-Q2	P-B5 Q-KB3	R-B2 P-KKt4	Q-Q3 Q-Kt3 (12)
20	QR-Bsq QxKtP (3)	White won at move 32.	P-KR4 P-KR4 (5)	Kt-KB3 (9) P-QKt3(10)	P-KKt4 Q-Kt3 (12)	QKt-Q2 P-Kt4 (14)

NOTES (extracted and condensed).

- (1) P-B4 is an excellent move at this point. (See columns 117-119.)
- (2) Black seems to have made this move with the intention of taking QKtP with Q, and of saving his own if White then moved R-Ktsq; but as White's proper play is to double his Rooks it is unavailing.
- (3) Continued: 21 Q-R3, and wins.
- (4) Black manœuvres too much with one Piece in this Opening.
- (5) Continued: 21 R-Kt3 QR-KKtsq, 22 R-Kt6ch K-K2, 23 P-B6ch K-B2, 24 R-Kt5 B-Kt5, 25 P-R4 P-Kt3, 26 B-B5 (White plays with uncommon spirit up to this stage) BxB, 27 RxB KxR, 28 RxB K-B2, 29 K-B2 K-Kt3, 30 R-B3 R-KBsq, 31 P-B7 RxP, 32 RxB KxR, 33 K-K3 K-Kt3, 34 K-K4 K-B3, 35 K-B3 K-B4, 36 K-K3 P-K5, 37 P-Kt3 K-Kt5, 38 KxP KxP, 39 K-B5 KxP, 40 K-B4 (a fatal miscalculation; if he had played K-K6 he might at least have drawn) K-R6, 41 K-B3 P-R5, 42 K-B4 K-Kt7, and wins.
- (6) 8 BxKt is, perhaps, better.
- (7) By threatening to win the B White gains time to prepare an attack against the K.
- (8) If properly answered this move is of little efficacy.
- (9) White could hardly venture BxP.
- (10) White won on the 40th move.
- (11) How perfectly futile is the advance and retreat of this Kt.
- (12) Continued: 21 R-Q2 QR-KBsq, 22 R-KKtsq Q-Qsq, 23 P-Kt5 P-KR4, 24 Kt-R4 R-Kt2 (the obligation to do this is a disadvantage, but he has no other way to protect his KtP; for if K-Kt2 White replies Kt-Kt3, and Black's game is irretrievable), 25 Kt-Kt3 KtxP (this combination deserves a better fate; it looks at first like winning, but the curiously circumscribed position of the Black King enables White to extricate himself adroitly enough), 26 BxKt RxB, 27 QxR BxKtP, 28 Q-B2 BxR, 29 Kt-K4 (the effect of this move, owing to the remarkable constraint of the adverse K, is astonishing; it changes the whole aspect of the game in a moment) R-B2 (he has nothing better; if B-R3 White checks with Kt, and then wins a Piece by discovered check), 30 Kt-B6ch RxKt, 31 PxR Q-B2ch, 32 K-Rsq B-B5, 33 BxP K-Bsq, 34 BxP P-K4, 35 Q-Kt2, and Black resigned.
- (13) This move lays the groundwork for victory.
- (14) Well played; his object being to dislodge the KKt. The game was continued: 21 Kt-K4 P-Kt5, 22 KtxQP PxKt, 23 QxP Kt-Kt4, and wins.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	121	122	123	124	125	126
	Chess Play's. Chron. 1841. Zytogorski. Hon. Secrety. London C. C.	Chess Play's. Chron. 1855. Green. Zytogorski.	Chess Play's. Chron. 1849. Kenrick. Horwitz.	Chess Play's. Chron. 1853. Brien. Lowenthal.	Transactions B.C.A. 1868-9 Green. Blackburne	Chess Play's. Chron. 1855. Green. Zytogorski.
1	P-K4 Kt-KR3					
2	P-Q4 Kt-B2					
3	P-KB4 P-Q4				Kt-KB3 P-K3	P-Q4
4	P-K5 P-K3	PxP (2) QxP	P-B3 PxP	B-B4 P-K3	B-K3 P-Q4	PxP QxP
5	B-Q3 P-B4	Kt-QB3 Q-QR4	PxP P-K3	Kt-QB3 P-B3	B-Q3 (11) Kt-B3	Kt-B3 Q-KR4
6	P-B3 PxP	B-B4 Kt-Q3	Kt-KB3 B-K2	P-K5 P-Q4	Kt-B3 (12) B-Kt5	B-K2 B-Kt5
7	PxP Kt-B3	B-Kt3 B-B4	B-Q3 Castles	B-Q3 P-B4	Castles Castles (13)	B-KB4 Kt-Q3
8	Kt-KB3 B-Kt5ch	Kt-B3 Kt-Q2	Castles P-Q4	Kt-B3 Kt-B3	Kt-K2 PxP	Castles Kt-Q2
9	B-Q2 Q-Kt3	Castles B-Kt5	P-K5 Kt-B3	B-K3 P-QR3 (6)	BxP Kt-K2	P-KR3 BxKt
10	B-B3 B-Q2	B-Q2 Q-R4	B-Q2 Kt-R3	Castles (7) P-B5	Q-Q3 P-KKt3	BxB Q-R4
11	Castles BxB	Q-Ksq Castles	P-KR3 Q-Kt3	B-K2 P-QKt4	Kt-B4 Kt-B4	BxKt BPxB
12	PxB R-QBsq	Kt-K5 Kt-B3	B-B3 Kt-B4	Q-Ksq (8) Kt-R3	QR-Qsq B-Q3	BxP R-QKtsq
13	Kt-Kt5 KtxKt	P-QR4 K-Ktsq	BxKt RxP	P-QR3 Q-Kt3	P-KKt3 P-B3	B-B6 RxP
14	PxKt KtxKP	P-R5 B-Bsq	Kt-R3 BxKt	K-Rsq B-K2	P-KR4 B-Q2	Kt-R4 R-Kt5
15	Q-R5ch P-Kt3	B-K3 Kt-B4	PxB RxBP	P-R3 Kt-B4	K-Kt2 Q-K2	Q-Kt4 Q-B2
16	Q-R6 KtxB	Kt-B7 Kt-Kt5	R-Ktsq Q-R3	Q-B2 P-KR4	P-B4 QR-Qsq	Q-B3 RxP
17	Q-Kt7 Q-Kt7	P-R3 Kt(Kt5)xP	Q-Q2 R-K5	KR-Qsq (9) P-R5	R-KRsq P-K4 (14)	QR-Ktsq P-Q4
18	QxRch K-K2	KtxQR P-K3	Kt-Kt5 R-K7	Kt-KKtsq P-Kt4	PxP KtxKP	BxKtch KxB
19	QxPch K-Q3	R-B3 KtxKtP	R-B8ch (4) KxR	B-Kt4 Kt-Kt6ch	KtxKt BxKt	R-Kt7 QxR
20	QxP QxR (1)	Q-K4 (3) Kt(Kt7)-R5	Q-B4ch K-Ksq (5)	K-R2 R-Bsq (10)	Q-B2 (15) KtxBch(16)	Kt-B5ch K-B3 (17)

NOTES (extracted and condensed).

(1) B-Kt4 would have been better. The game was abandoned as a draw after the 47th move.

(2) P-K5 gives rise to a more systematic attack.

(3) Continued: 21 R-Q3 Kt-Q3, 22 Q-Rsq B-K2, 23 KtxKP Q-Kt3ch, 24 Kt-KKt5 P-KR3, 25 Kt-Q5 B-Qsq, 26 P-R6 PxKt, 27 PxQKtP PxPch, 28 K-R2 BxKtP, 29 R-KKtsq Q-B4, 30 RxP Kt-K5, and wins.

(4) Q-B4 would have been more immediately decisive.

(5) Continued: 21 Q-B7ch K-Qsq, 22 Q-B8ch K-Q2, 23 Q-Q6ch K-Ksq, 24 R-KBsq Kt-K2, 25 R-B8ch KxR, 26 Q-Q8 mate.

(6) Black was apprehensive of White playing B-QKt5, when he moved Q-QKt3. P-B5 appears, however, to be the correct move.

(7) White, had he chosen, could have safely played PxP.

(8) This is a lost move.

(9) QR-Qsq would not be a good move, as Black might in that case open a vigorous attack on the Q side, and also threaten to win the exchange with his KKt.

(10) Continued: 21 Q-Q2 PxP, 22 BxBP KtxQP (Black must either make some venture of this sort, or submit to the loss of his attack), 23 B-K3 (if QxKt the following would most probably have occurred: 23 QxKt QxQ, 24 RxQ B-B4, 25 B-K3 BxR, 26 BxB Kt-B8ch, 27 RxKt RxR, and White has three minor Pieces against two Rooks) B-B4, 24 BxKt BxB, 25 QxB Kt-B8ch, and Black draws by perpetual check.

(11) P-K5 is the legitimate move here, but it is better to advance the KBP and QBP in this Opening at an earlier stage in the game than to place a Piece in the field. The Pawns can so advance with advantage, on account of the time lost by Black at his first two moves.

(12) Under the circumstances P-B3 is better.

(13) BxKt is preferable. Labourdonnais very properly remarks in his criticism upon the Pawn and move and Pawn and two Openings that the exchange of a capital Piece or two, early, tells in favour of the second player, as he is thereby freed from restraint.

(14) This gives rise to positions of immediate interest.

(15) Q-Kt3 is preferable.

(16) Continued: 21 PxKt B-Kt5, 22 RxR (if White intended to play B-B3, he had better have done so now) RxR, 23 B-B3 BxKt, 24 BxB (had he taken the KB with P Black would have occupied an equally strong position with the Q at K6) QxKP, 25 R-Qsq QxPch, 26 K-Bsq R-KBsq, 27 B-K6ch K-Rsq, 28 Q-Kt2 B-K6ch, and wins.

(17) Continued: 21 KtxQ KxKt, 22 R-Ktsqch K-B3, 23 Q-R3 R-QB5, 24 QxRP K-Q3, 25 Q-Kt8ch K-Q2, 26 Q-K5 P-K3, 27 R-Kt7ch, and wins.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

127	128	129	130	131	132
Chess Play's. Chron. 1852.	Chess Play's. Chron. 1845.	Chess Play's. Chron. 1850.	Chess Play's. Chron. 1852.	Chess Play's. Chron. 1849.	Chess Play's. Chron. 1846.
Allix. M. deRives.	Tuckett. Walker.	Mr. —. Walker.	Michaels. Deacon.	Medley. Perigal.	Harrwitz. Staunton.
1 P-K4 Kt-KR3					
2 P-Q4 Kt-B2					
3 B-QB4 P-K3					
4 Kt-KB3 P-B4				Kt-QB3 B-Kt5	
5 P-Q5 P-K4		P-B3 Castles	P-Q4 B-Q3	KKt-K2 P-Q4	P-B3 Q-K2 (19)
6 Kt-B3 P-Q3	PxP QxP	P-Q4 PxP	P-B4 P-K5	B-Q3 Castles	P-QKt4 B-Q3
7 P-KR3 Kt-Q2	Q-B3 Kt-B3	BPxP B-Q3	Kt-B3 (13) P-B3	P-Kt5 Castles	P-Kt5 Kt-Qsq
8 B-K3 B-K2	Kt-QKt5 Kt-Kt5	B-Q3 P-B4	Q-Kt3 Castles	Kt-B3 P-K5	P-QR4 P-KB4
9 Castles Castles	Q-Q2 Kt-K4	P-B4 Castles	B-K2 P-QKt3	Kt-K2 Kt-Kt3	B-R3 (20) Kt-B2
10 Kt-K2 Kt-Kt4 (1)	Q-Q2 Kt-K4	Q-B2 P-KR3	P-QKt3 PxP	P-KKt3 Q-Kt4	BxB KtxB
11 KtxKt BxKt	Kt-B7ch K-Qsq	PxP (10) PxP	PxP B-Q2	K-Qt4 K-Rsq	KtxB Kt-QR3
12 KtxKt BxKt	KtxKt QxKt (7)	Kt-B3 Kt-B3	B-K3 Kt-Kt5 (14)	P-KR4 Kt-B4	Kt-B3 B-K2
13 P-B4 B-R3	Kt-K6ch(8) K-Ksq	P-QR3 B-KKt5	R-Ksq R-QBsq	P-R5 PxP	Castles Castles
14 Q-Q2 PxP	Kt-Kt5 B-K2	B-K3 BxKt	Q-Q2 Castles	QxP Q-R5	B-K3 Kt-Q3
15 KtxP Q-Kt4 (2)	P-B4 BxKt (9)	PxB Q-R5	Kt-B3 R-B2	BxKt QxQ	B-B2 Kt-QB2
16 QR-Ksq Kt-K4 (3)	PxQ BxQch	P-B4 Kt-Kt4 (11)	QR-Bsq KR-Bsq	KtxQ PxP	KKt-K5 Q-Ksq
17 Kt-K6 RxRch	KxB R-Bsq	P-B3 BxBP	B-Ktsq Kt-QR3	KtxP (17) B-R4	P-B3 PxP (21)
18 BxR (4) Kt-B6ch	R-Bsq RxR	BxB RxR	Q-Q3 B-Kt5 (15)	KKt-B6 B-K3	PxP Kt(B2)-Kt4
19 K-Rsq KtxQ	BxR Kt-B3	KtxP KtxQP	B-Q2 Q-R4	Kt-B4 B-B5	QR-Bsq(22) Kt-KB2
20 BxQ BxB (5)	P-QKt3 KtxP	Kt-K7ch K-B2	R-K3 (16) P-KKt3	Kt-Q3 QR-Qsq	P-QR4 (23) Kt-B2
	KtxB B-Q2 (6)	Black won at move 59.	Q-B7 KtxPch(12)	Black won at move 33.	R-Ktsq KtxKt (24)

NOTES (extracted and condensed).

(1) The attack now commenced by Black is maintained with uncommon spirit, and leads to some situations of striking interest.

(2) Very well played, both this and the next move of Black.

(3) At the first view this appears to be throwing away the game, but on examination it is found to be part of a very beautiful combination by which Black deserves to win.

(4) If he had taken with R or K, or played K-R2, Black would have won without much trouble.

(5) We should have preferred BxKt, or KtxB, and we believe in either case Black would have won a Pawn after the exchanges.

(6) Continued: 21 P-B4 R-KBsq, 22 B-Q3 P-KR3, 23 Kt-K6 BxKt, 24 PxBR-B5 (Black's difficulty is to preserve his Kt, which White threatens to win by R-Qsq next move; it is quite clear he was guilty of a mistake at his 19th move), 25 P-K5 (White plays the termination very cleverly; after the advance of this P we doubt if Black could in any way retrieve himself, for if he had answered with PxP, then 26 P-K7 K-B2, 27 RxKP K-Ksq, 28 B-Kt6ch, and wins) R-Q5, 26 P-K7 K-B2, 27 PxP, and Black resigned.

(7) Black prefers leaving the QR en prise, to taking the other Kt with K, which would certainly lead to a lost game, through the exposed situation of the King. White would also command KB7 with his Kt.

(8) White will not take R, seeing that Black would play QxPch.

(9) Best; tending to double the adverse centre Pawns.

(10) Injudicious, because it serves to liberate the adverse QB.

(11) The winning move.

(12) Continued: 21 RxKt KtxRch, 22 K-Bsq Q-R6ch, and wins.

(13) Black declined to win the P, from apprehension of the following: 6 PxP, 7 KtxP KtxP, 8 Q-R5ch Kt-B2, 9 B-QKt5ch B-Q2, 10 KtxP, &c.

(14) Hoping to gain the exchange by taking the B, and then playing B-QKt4.

(15) It is indeed surprising that so scrupulously careful and elaborate a player should have overlooked the fact that White might have taken the KRP (intentionally left as a lure for him), not only without danger, but with the almost certainty of winning the game thereby. For suppose: 18 QxPch K-Bsq, 19 Kt-KR4 K-K2 (if Kt-R3, 20 BxKt B-Ksq, 21 B-Kt5 B-B2, 22 Q-R8ch B-Ktsq, 23 B-B7, and wins), 20 QxP B-Ksq, 21 KtxPch PxKt, 22 B-Kt5ch K-Q2, 23 B-B5ch, and wins. Black has other ways of playing in reply to 19 Kt-KR4, but we can see none which afford him the slightest prospect of saving himself.

(16) Here, again, both fail to see the winning opportunity at White's command.

(17) All this is very ably managed.

(18) Continued: 21 KtxBP (this is the right style; it is the dread of giving up any advantage such as a Pawn or an exchange, even when they have the game hollow in their favour, that loses young players so many victories). White won on the 47th move.

(19) Preventing the advance of Black's QP two squares.

(20) At these odds it is important for Black to take the KB.

(21) Thus affording an Opening for White's Rs can hardly be defended.

(22) Indispensable; P-B4 would have involved the loss of the KP.

(23) Dislodging the Kt to get command of the QKt file with one of his Rooks.

(24) Continued: 21 KtxKt RxP (he here regains the Pawn given at the Opening, but at great sacrifice of position). Black resigned after the 55th move.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	133	134	135	136	137	138
	Walker's Studies, 1844.	Chess Play's. Chron. 1860.	Chess Play's. Chron. 1853.	Chess Play's. Chron. 1854.	Walker's Studies, 1844.	Walker's Studies, 1844.
	Bruhl. Verdoni.	Bruhl. Philidor.	Allix. M. de Kives.	Roscoe Club. Speckiey.	Mr. —. Mr. —.	Devinck, &c. S. Amant, &c.
1	P-K4					
	Kt-KR3					
2	P-Q4					
	Kt-B2					
3	B-QB4		P-QB4			
	P-K3		P-K3			
4	Q-K2	B-Kt3 (2)	P-QR3 (8)			Kt-QB3
	B-K2	P-Q4	P-B4	P-B3		P-B4
5	P-K5	P-K5	P-Q5	Kt-QB3		P-Q5
	Castles	P-B4	P-K4	P-Q4		P-Q3
6	P-B4	P-QB3	B-Q3	BPxP (14)	P-K5	P-B4
	P-QKt3	Kt-B3	P-Q3	BPxP	B-K2	Kt-QR3
7	Kt-KB3	P-KB4	P-R3 (9)	PxP	Q-Kt4	Kt-B3
	B-Kt2	Q-Kt3	B-K2	PxP	P-KKt3	P-KKt3
8	QKt-Q2	Kt-B3	Kt-QB3	Q-K2ch	B-K3	P-KR4
	Kt-B3	B-K2	Kt-Q2	B-K2	Q-R4	B-Kt2
9	P-B3	B-B2	Kt-B3	Q-Kt5ch	R-Bsq	P-R5
	Kt-R3	B-Q2	Kt-B3	kt-B3	B-Q2	P-K4
10	Kt-Kt3	P-QKt3	B-K3	B-K3 (15)	Kt-R3	RPxP
	P-R3	PxP	Castles	Castles	R-Ktsq	RPxP
11	Castles	PxP	Q-K2	QxQP	B-Q3	RxRch
	P-QKt4	B-Kt5ch	P-KR3	B-B3	Kt-QR3	BxR
12	B-Q3	K-B2	P-KKt4	Kt-B3	Castles	B-Q3
	P-Kt3	P-Kt4 (3)	Kt-R2	P-QR3	Q-Qsq	Q-B3
13	B-K3	B-K3 (4)	CastlesQR	B-QB4	P-Kt4	PxP
	Kt-B4	PxP	P-R3 (10)	B-Kt5	Kt-B2	KtxP
14	QKt-Q2	BxBP	QR-Ktsq	R-Qsq	P-B5	Kt-KKt5
	P-Q4	R-KBsq (5)	B-Q2	Q-B2	P-QR4	B-Q2
15	P-KKt4	B-K3	P-KR4	Q-K4	R-Ktsq	B-K2
	Kt-Kt2	P-KR3	P-KKt3	BxKt	PxP	B-Kt2
16	B-QB2	P-KR4 (6)	Q-Q2	QxB	PxP	B-K3
	Q-Ksq	Castles	K-Kt2 (11)	KtxP	R-R6	B-R3
17	Q-Q3	P-R3	Kt-K2	QBxKt	KR-Bsq	Q-Q2
	Kt-Qsq	B-K2	Q-Bsq	QxB	P-R4	B-Kt5
18	P-KR4	Q-Q3	P-Kt5	BxB	Q-Qsq	P-QKt3
	Kt-B2	R-Ktsq	P-KR4	PxB	B-Kt4	Castles
19	P-R5	QKt-Q2	Kt-Kt3	Kt-K2	BxB	Kt-R3
	Kt-R3	QR-Bsq	B-Kt5	Kt-Kt4	KtxB	BxKt
20	Kt-R2	Q-B3	Kt-R2 (12)	Q-Q5ch	Black won	Drawn
	KtxRP (1)	K-Ktsq (7)	P-Kt4 (13)	QxQ (16)	at move 41.	at move 58.

NOTES (extracted and condensed).

(1) Continued: 21 PxKt Kt-B4, 22 K-Rsq PxP, 23 R-KKtsqch K-Rsq, 24 QKt-B3 P-R3, 25 B-B2 Q-B2, 26 Kt-Bsq P-R5, 27 R-Kt4 P-B4, 28 KtxP Q-R4, 29 Q-B3 BxKt, 30 R-Kt4ch KxR, 31 QxQ BxB, 32 Q-Kt6ch K-Rsq, 33 BxKt PxP, 34 QxRPch K-Ktsq, 35 K-Kt2 PxP, 36 Kt-Kt3 BxKt, 37 R-Rsq K-B2, 38 Q-KB6ch K-Ksq, 39 Q-K6ch K-Qsq, 40 R-R7, and wins.

(2) Evidently fearing 4 P-Q4. The B is now comparatively inactive. White would have found that 4 Q-K2 would have answered the same purpose, and would have been, in other respects, better, bringing, as it does, an additional Piece into play.

(3) An excellent move, since, play as White may, Black now obtains an additional file for his Rooks.

(4) It is quite clear the P could not be captured to advantage, as Black could have gained the KP in return, obtaining an extremely favourable game. White was, nevertheless, wrong in allowing the strength of his centre Pawns to be thus broken; he ought to have supported them by 13 P-Kt3.

(5) Threatening to win the KP.

(6) White's object is, of course, to prevent 16 Kt-Kt4.

(7) Black should have played KKtxP at once. The game was continued: 21 R-R3 (apparently in utter unconsciousness of the impending danger) KKtxP, 22 PxKt P-Q5, 23 Kt-B4 PxKt, 24 KtxP (had he captured the checking P with Q, Black, by exchanging Queens, would have won either the KP or KKtP) B-B4, 25 P-QKt4 (very bad, but White's game was past redemption; R-Ksq would have prolonged the contest; Black would then have played 25 B-Q5, &c.). Black won on the 33rd move.

(8) Tame looking, but its object is to confine the adverse KB as much as possible.

(9) White's Opening, although not so forward in appearance as that which many players adopt at these odds, has the merit of solidity, and of effectually retarding the development of the hostile forces.

(10) This attempt to open a counter attack on the Q side is too tardy under present circumstances. Black would have done better had he tried to baffle the assault at once, by playing B-Kt4.

(11) P-KKt4 would have been stronger.

(12) The whole of this attack is a model of careful and well considered combination.

(13) Continued: 21 B-K2 (nine out of ten players would have preferred attacking the B with P; the move of the B is, however, of a far higher order of play, as it brings either the B or the Q to bear upon Black's weak point, the KRP) BxB, 22 QxB Kt-Rsq (this appears as good as anything left, since White threatens KtxPch, and if his Kt is taken, to advance P to Kt6), 23 KtxP PxKt, 24 QxP P-Kt5, 25 Q-R6ch K-Ktsq, 26 P-Kt6, and Black resigned.

(14) A very little reflection must have shown the folly of thus giving freedom to Black's shut-up forces, and that P-K5 would have hemmed them in completely. (See next column.)

(15) It was for the doubtful advantage of winning the QP at this point, we suspect, that White committed the error of liberating Black's men.

(16) Continued: 21 RxQ KR-Ksq, 22 P-B4 Kt-K3, 23 Castles R-K2, 24 Kt-B3 Kt-B2, 25 R-KB5 K-Kt2, 26 Kt-Q5 (this eagerness for exchanges, because they happen to have a Pawn more than their antagonist, militates against White's winning. If R-B3, for the purpose of forcing the Pawn over the King's flank, Black would have found it very difficult to save the game). The game was ultimately drawn.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

139	140	141	142	143	144
Chess Player Vol. III.	Chess Player Vol. III.	Chess Play's. Chron. 1849.	Walker's Studies, 1844.	Souvenir of Bristol C. C.	Automaton Games.
Amateur. Hillel.	Wayte. Horwitz.	Roscoe Club. Perigal.	Bowdler. Philidor.	Rev. H. B. Williams.	M. Automaton.
1 P-K4					
Kt-KR3					
2 P-Q4		B-B4			P-KB4
P-KKt3		P-K3			Kt-B2
3 BxKt	P-QB4	Kt-QB3		P-Q4	Kt-KB3
BxB	P-B4	Kt-B2		Kt-B2	P-K3
4 Kt-QB3	P-Q5	P-Q3	P-B4	P-QB3	B-B4
Castles	P-Q3	P-B4	P-B3	P-B4	P-Q4
5 Kt-B3	P-B4	B-K3	Q-K2	P-Q5	PxP
P-Q3	B-Kt2	Kt-B3	B-B4	PxP	PxP
6 B-K2	Kt-KB3	Kt-B3	Kt-B3	BxP	B-Kt3
B-Kt2	Castles	B-Q3	Castles	Kt-B3	B-K2
7 Castles	B-Q3	P-QR3	P-Q4	BxKKtch	P-Q4
Kt-B3	Kt-R3	Castles	B-K2	KxB	Castles
8 P-Q5	P-QR3	Kt-K2	B-Q3	Q-R5ch	B-K3
Kt-K4	B-Kt5	P-QKt3	P-Q4	P-KKt3	P-B3
9 KtxKt	Castles	P-Q4	P-K5	Q-Q5ch	QKt-Q2
BxKt	P-Kt3	PxP	Kt-Q2	K-Kt2	B-Q3
10 B-Kt4	Q-B2	QKtxP	B-K3	Kt-B3	Kt-K5
R-B5	K-Rsq	B-Kt2	P-KKt3	P-Q3	BxKt
11 BxB	B-K3	BxP (7)	P-KR4	P-KR4	BPxB
QxB	BxKt	PxB	Kt-R3	P-KR3	Kt-Kt4
12 P-KKt3	RxB	KtxP	P-R5	B-K3	BxKt
Q-R6 (1)	P-K4	Q-K2	Kt-KB4	Q-Ksq	QxB
Kt-K2 (2)	Kt-Q2 (3)	KtxR	Q-B2	QKt-Q2	Kt-B3
13 R-R5	Kt-KKt5	RxKt	K-Kt2	B-K3	QxKtP
R-Ksq	P-B5	Kt-Q2	P-KKt4	Q-Q3	Resigns.
14 QxRPch	PxP	QKt-K4	KtxB	B-K2	
K-Bsq	P-R3	P-KB3 (8)	QxKt	CastlesQR	
15 Q-R6ch	KtxB	B-R3	R-Rsq	Q-B2	
K-Ktsq	RxKt	P-QKt4	K-Q2	P-QKt3	
16 Q mates.	P-B5	Kt-B5	P-B4	P-QR4	
17	R-B3	KtxKt	RPxP	Kt-B4	
	Kt-B2	BxKt	RPxP	P-R5	
18	Kt-Bsq (4)	B-Q4	P-Kt5	Kt-Kt6 (12)	
	Kt-Ksq	Kt-Kt4 (9)	P-B5	PxP	
19	Kt-R2	K-Q2	B-K2	KtxR	
	R-KKtsq	R-Qsq	P-R3	PxP	
20	Kt-Kt4 (5)	P-B3	RxR	K-Kt2	
	P-KR4 (6)	B-K4 (10)	QxR (11)	RxKt (13)	

NOTES (extracted and condensed).

- (1) A very ingenious move.
- (2) He ought to have played Q-K2.
- (3) He should have played PxP en pass.
- (4) P-QKt4 was the move here.
- (5) Losing valuable time. White plays below his strength.
- (6) Continued: 21 Kt-R2 Q-R5, 22 Q-B2 B-B3, 23 QxQ BxQ (White's game is now surrounded with difficulties), 24 B-K2 Kt-B3, 25 B-Q3 R-Kt2, 26 R-R2 QR-KKtsq, 27 P-QKt4 Kt-R2, 28 R-Bsq R-Kt6, 29 R-B3 Kt-Kt4, 30 RxR BxR, 31 Kt-B3 KtxKtch, 32 PxKt PxP, 33 PxP B-K8ch, 34 K-Bsq BxP, 35 RxP R-Kt6, 36 B-K2 B-B4, 37 K-Ksq RxRP, 38 K-Q2 R-Kt6, 39 R-Rsq B-Kt8, and White resigned.
- (7) White gains an equivalent for the B, by winning two Ps and the exchange.
- (8) Better, perhaps, to have Castled at once.
- (9) Intending to take the KP with this Kt.
- (10) Continued: 21 K-K3 KtxKP (very well played; after this White may prepare to strike their colours), 22 BxB RxQ, 23 QRxR QxB, 24 PxKt QxBPch, 25 K-B4 QxRP, 26 R-Q8ch K-B2, 27 KR-Qsq B-K3, 28 R(Qsq)-Q4 P-KKt4ch, 29 K-K5 Q-K6, 30 R(Q4)-Q6 Q-B5ch, 31 K-Q4 K-K2, and White resigned.
- (11) Continued: 21 Q-Ktsq P-Kt4, 22 Q-Rsq QxQ, 23 RxQ Kt-Kt3, 24 R-R6 P-Kt5, 25 Kt-Qsq B-Q2, 26 Kt-R4 B-Ksq, 27 B-Kt4 B-B2, 28 Kt-K3 R-Rsq, 29 RxR KxR, 30 KtxKtPch BxKt, 31 BxP B-K5, 32 Kt-Kt4 P-B6ch, 33 PxP Kt-B5ch, 34 K-K2 PxP, 35 Kt-B6 BxKt, 36 KPxB Kt-Q3, 37 K-Qsq Kt-Kt4, 38 P-Kt6, and White subsequently resigned.
- (12) KtxP is better.
- (13) Continued: 21 R-Rsq P-QKt4, 22 Q-Q2 P-Kt5, 23 BxRPch K-Ktsq, 24 Kt-Kt5 BxKt, 25 BxB best PxPch, 26 KxP Q-KKt2ch, 27 K-Q3 Q-Q5ch, 28 K-K2 B-B5ch, 29 K-B3 R-R6ch, winning the Q or the game immediately.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	145	146	147	148	149	150
	Chess Play's. Chron. 1859.	Chess Play's. Chron. 1853.	Chess Play's. Chron. 1847.	Transactions B.C.A. 1866-7.	Walker's Studies, 1844.	Chess Play's. Chron. 1854.
	Reeves. Campbell.	Allix. M. de Rives.	Kenny. Williams.	Fraser. Steinitz.	Walker. Bourdonnais.	Allix. M. de Rives.
1	P-K4					
	P-K3					
2	P-Q4					
	P-Q4					
3	P-K5 (1)					
	P-B4					
4	B-Q3					
	P-KKt3			PxP	Q-R4ch	KKt-K2(15)
5	P-QB3			Q-R5ch	B-Q2	B-KKt5
	Kt-QB3			K-Q2	Q-Kt3	QKt-B3
6	Kt-B3			Kt-KB3	Q-R5ch	Q-R5ch
	P-B5	Q-Kt3	B-Kt2	Kt-QB3	K-Qsq	K-Q2
7	B-B2	Castles	P-KR4	P-B3	Kt-QB3	PxP
	B-Kt2	P-QR4	KKt-K2	PxP	B-Q2	Q-R4ch
8	B-Kt5	P-QKt3	P-R5	KtxP	Kt-B3	P-QB3
	KKt-K2	B-Q2	Castles (8)	B-Kt5	PxP	QxP(B4)
9	P-KR4	PxP	RPxP	Castles	Kt-K2	Kt-B3
	Q-Kt3	BxP	RPxP	KKt-K2	Kt-QB3	P-KKt3
10	P-QKt3	B-Kt2	B-B2	Kt-K2	KKtxP	BxP (16)
	B-Q2	Kt-R3	Q-Kt3	P-KKt3	KtxKt	KtxB
11	P-R5	QKt-Q2	P-QKt3	Q-Kt4	Q-R4ch	B-B6
	CastlesQR	CastlesKR	Kt-B4	Kt-B4	B-K2	R-KKtsq
12	KtPxP	P-KR3	BxKt	P-QR3	QxKt	QxPch
	Q-Kt7	Kt-B4	RxB	B-K2	QxQ	KKt-K2
13	PxQP	BxKt	B-K3	B-Q2	KtxQ	Castles
	KtxQP	RxB	PxP	Q-Bsq (11)	B-B4	P-Kt3
14	BxR	P-B4	PxP	R-Bsq	P-QB3	Kt-Q4
	RxB	QR-KBsqs	B-Q2	K-Qsq	Kt-K2	R-Kt5
15	Kt-Q2	PxP	QKt-Q2	B-QKt5	B-K3	Q-B7
	QxBP (2)	PxP	Kt-Kt5	B-Q2	BxKt	KtxKt
16	PxP	Kt-B4	Kt-R4	Q-QR4	PxB	PxKt
	Kt(B3)-Kt5	PxKt	Kt-Q6ch	B-B4 (12)	Kt-B3	RxQP
17	B-K4	QxB	K-Bsq	RxB	P-QR3	QxB
	Kt-B5	PxP	R-R4	QxR	R-QBsqs	B-Kt2
18	RxP (3)	PxP	K-Ktsq (9)	R-Bsq	P-B4	Q-R6
	B-Kt4	QxP	B-Ksq	Q-Kt3	Kt-R4	R-KKtsq
19	Q-Ktsq (4)	P-K6 (6)	Q-Kt4	RxKt (13)	CastlesKR	R-Bsq
	KtxPch	QxB	K-R2	PxR	P-KKt3	Q-B7 (17)
20	K-Qsq	QR-Ktsqs	QKt-B3	B-R5	White won	Kt-R3
	B-R5ch (5)	BxPch (7)	B-R3 (10)	K-B2 (14)	at move 52.	Q-K5 (18)

NOTES (extracted and condensed).

(1) White ought to have checked with Q, and then played Q-K5, when, on Black playing his best move, Kt-KB3, White pins the Kt and wins QP (see columns 169-174). [The text move throws the attack into the second player's hands; PxP is better (see columns 157-168).—C.P.C. 1847.]

(2) Far better than taking with Kt.

(3) He ought to have Castled.

(4) The only move. If R-R2 he loses Q and the game; if Kt-Kt5 the result is the same.

(5) Continued: 21 Kt-Kt3 (K-K2 would force a draw, Black's forces being so much reduced) RxPch, and wins.

(6) Daring to rashness. What equivalent did White anticipate for the Piece now sacrificed?

(7) The natural move, but hardly so safe as retreating Q to Kt2, we fancy. The game was continued: 21 K-Rsq Q-K7, 22 RxP (if RxB he would in all probability save the game, e.g.: 22 RxB QxR, 23 RxP R(B4)-B2, 24 PxRch K-Kt2, 25 QxKt, and ought to win) QxRch, 23 K-R2 B-Kt6ch, 24 KxB R-KKt4ch, 25 K-R4 Q-B7ch, 26 KxR Q-Kt6ch, 27 K-R6 Q-B5ch, 28 Kt-Kt5 Q mates.

(8) Incautious. There can be little security for the K in a position so exposed.

(9) White has now got his K into safe quarters.

(10) Continued: 21 BxB KxB, 22 Kt-Kt5 (a very pretty conception; if the Kt be taken, White gives mate on the move) R-Bsq, 23 KtxKP R-B7, 24 Kt-KB5ch (again Black dare not take the Kt) K-R2, and White mates in three moves.

(11) Not good. It might have been satisfactorily answered by Q-QR4, and P-QKt4.

(12) After this fatal mistake he must have a bad game.

(13) White conducts this portion of the attack extremely well.

(14) Continued: 21 BxQch; at this point the position is much in favour of White, but by the time rule the game was scored against him.

(15) P-KKt3 is considered preferable.

(16) This sacrifice was uncalled for. White has so fine a position that, with ordinary prudence, he was sure of victory.

(17) Ingenious, certainly. Kt-B4 is, however, much stronger, as it wins a clear Rook, e.g.: 19 Kt-B4, 20 Q-R7ch (if 20 Kt-R3 KtxQ, 21 RxQ PxR, &c.) R-Kt2, 21 Kt-R3 best RxQ, 22 RxQ PxR, &c.

(18) Again Black omitted to see the way to win. If 20 RxPch, the game is his own, for suppose 21 KxR R-KKt5ch, 22 K-R3 (if K-Rsq, or K-Bsq, he is mated in two moves) Q-KB4, and White cannot save the game; if 21 K-Rsq best Q-K5, 22 R-Ksq (if 22 Q-K3 QxQ, 23 PxQ R-Q7, and wins) R-Kt8ch, 23 KxR Q-KKt5ch, and mates in 2 or 3 moves. The game was continued: 21 P-KKt3 R-QKt5, 22 Q-K3 QxQ, 23 PxQ Kt-B4, 24 R-B3 RxQKtP, 25 QR-QBsq KtxKtP, 26 R-B7ch K-Ksq, 27 PxKt RxKtPch, 28 K-Rsq, drawn game.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	151	152	153	154	155	156
	Chess Play's. Chron. 1852.	Chess Play's. Chron. 1841.	Chess Play's. Chron. 1859.	Chess Player Vol. III.	Chess Play's. Mag. 1866.	Lowenthal's coll. Morphy
	Ranken. Withers.	Mr. —. Bourdonnais.	Reeves. Campbell.	Simons. Buckle.	De Vere. Steinitz.	Stanley. Morphy.
1	P-K4 P-K3					
2	P-Q4 P-Q4					
3	P-K5 P-B4					
4	P-QB3 Kt-QB3				Kt-KB3 PxP	B-K3 Q-Kt3
5	B-Q3 P-KKt3	KKt-K2	B-K3 Q-Kt3	Kt-B3 Q-B2	KtxP Kt-QB3	P-QKt3 Kt-QB3
6	Kt-B3 PxP	Kt-B3 P-KKt3	Q-Q2 PxP	B-Q3 KKt-K2	KtxKt PxKt	Kt-KB3 PxP
7	PxP B-Kt5ch	B-KKt5 B-Kt2	BxP KtxB	Castles P-KKt3	B-Q3 Kt-K2	BxP KtxB
8	Kt-B3 KKt-K2	Q-K2 Q-Kt3	PxKt B-Kt5	Kt-R3 P-QR3	B-KKt5 Q-Kt3	KtxKt B-B4
9	Castles B-Q2	PxP QxP	Kt-QB3 Kt-R3	Kt-B2 P-B5	P-QKt3 (7) B-Q2	P-QB3 Kt-K2
10	B-K3 Q-Kt3	QKt-Q2 B-Q2	B-Q3 B-Q2	B-K2 B-Kt2	Castles Castles	B-Kt5ch Kt-B3
11	Kt-QR4 Q-B2	B-K3 Q-R4	Kt-B3 CastlesKR	P-QKt3 P-QKt4	Kt-B3 P-KR3	BxKtch PxP
12	P-QR3 B-R4	Kt-Kt3 Q-B2	CastlesKR Kt-B4	PxP KtPxP	Kt-R4 (8) Q-B2	Q-R5ch(12) P-Kt3
13	Kt-B5 Kt-B4	B-Q4 Kt-B4	P-QR3 B-K2	B-R3 Castles	B-K3 Kt-B4	Q-Kt4 Castles
14	BxKt KtPxP (1)	CastlesKR CastlesKR	QR-Bsq QR-Bsq	B-Q6 Q-Qsq	BxKt PxP	Castles B-R3
15	Kt-Kt5 K-K2	QR-Ksq P-Kt3	B-Ktsq K-Rsq (3)	R-Ktsq B-R3	Q-Q4 K-Ktsq	QxKPch(13) K-Rsq
16	Q-R5 QR-KBsq	P-KR3 QR-Ksq	Kt-K2 B-QKt4	Kt-K3 BxKt	P-KB4 B-Bsq	R-Qsq QR-Ksq
17	KKtxKP(2) BxKt	Kt-R2 R-B2	RxR RxR	PxB R-Ksq	Kt-B5 (9) K-Rsq	Q-Kt4 RxKP
18	B-Kt5ch and White mates in 3 moves.	Q-Kt4 BxP	BxKt (4) PxP	Kt-R4 P-Kt4	P-QR4 B-K2 (10)	Kt-Q2 B-Bsq
19		RxB KtxR	R-Bsq RxRch	B-R5 (6) PxKt	P-QKt4 KR-Ksq	Q-Kt3 B-Q3 (14)
20		Black won at move 49.	KtxR Q-QB3 (5)	White won at move 46.	P-Kt5 Q-Kt3 (11)	Q-Q3 B-R3 (15)

NOTES (extracted and condensed).

(1) If KPxB, White might have advanced his KP, and then played B-R6, completely paralyzing Black's movements for some time.

(2) Clever and definitive.

(3) In order to begin an attack on QP with impunity.

(4) The object of these frequent exchanges was to break up Black's centre Pawns, and secure a passed Pawn.

(5) Continued: 21 P-R3 Q-B5 (this move effectually confines White's QKt), 22 Kt-KR2 (Kt-Ksq would have brought his Kts into play) P-KR3, 23 P-QKt3 Q-Bsq, 24 P-QR4 B-Kt5, 25 Q-K3 B-Ksq, 26 P-B4 Q-B7, 27 Kt-B3 P-QKt4, 28 PxP BxP, 29 Kt-Ksq (if 29 K-R2, B-B8 wins; any other move by White would be answered by B-R6, winning the Kt) Q-Q8, and wins.

(6) A rash sacrifice, but retreating the Kt would have lost a Pawn, and broken up White's position.

(7) The following is the probable result if White had taken the Kt: 9 BxKt BxB best (if QxKtP, 10 BxB RxB [if QxKPch, 11 B-K2 QxR, 12 B-QKt4, with a superior game; or if QxR, 11 BxP R-KKtsq, 12 Q-R5ch, and wins], 11 Kt-Q2 QxKPch, 12 B-K2 B-R3, 13 R-QKtsq, &c.), 10 Q-R5ch K-Qsq, 11 Kt-Q2 (if 11 P-QKt3, Q-Q5 wins a Piece) QxKtP, 12 Castles P-B4, &c.

(8) A good move. The Kt becomes an important auxiliary in the coming attack.

(9) White has opened the game well, not only retaining the Pawn given, but having also a fine position.

(10) White's situation is now so very superior that Black's only chance of escape seems to lie in remaining with a B of a different colour to his opponent's. In his place, therefore, we should rather have taken off the Kt at this juncture.

(11) Continued: 21 PxP BxKt, 22 QxB QxQ, 23 BxQ B-R3, 24 KR-Qsq R-QBsq, 25 RxP RxBP, 26 R-Q6 (well played, as Black would lose by taking the B, on account of White's superiority of Pawns) B-Kt2, 27 RxB BxR, 28 B-Q6 K-Kt2, 29 P-R4 R-KKtsq, 30 K-B2 P-Kt4, 31 BPxP PxP, 32 P-KR5 (a very instructive and interesting end game, played by White with great ability) R-KRsq 33 R-Rsq BxRP, 34 P-R6 BxP, 35 P-K6 P-B5, 36 B-K5 R-R2, 37 B-Kt7 P-R4, 38 P-K7 B-Kt3, 39 R-Qsq, and Black resigned.

(12) P-QKt4 would, we believe, have been better play.

(13) Gaining a temporary advantage at the expense of valuable time.

(14) The White Q is so much exposed that Black has an easy task in maintaining the attack.

(15) Continued: 21 Q-B2 R-R4, 22 Kt(Q2)-B3 P-B4, (correctly played; the Kt must retreat, and Black is then enabled to make the meditated sacrifice), 23 Kt-K2 RxKt, 24 PxR Q-Qsq, 25 P-QB4 RxP, 26 RxP Q-R5, 27 Q-B3ch K-Ktsq, 28 Kt-Kt3 Q-R6, and wins.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	157	158	159	160	161	162
	Chess Play's. Chron. 1846.	Chess Play's. Chron. 1848.	Chess Play's. Chron. 1848.	Chess Play's. Mag. 1866.	Chess Play's. Chron. 1859.	Walker's Studies, 1844.
	Harrwitz. Staunton.	Watts. Slous.	Kenny. Williams.	DeVere. Steinitz.	Green. Brahmin.	Carlier, &c. Philidor.
1	P-K4 P-K3					
2	P-Q4 P-Q4					
3	PxP PxP					
4	B-Q3 Kt-KB3				Q-R5ch P-KKt3	
5	Kt-KB3 B-Q3		Kt-K2 B-Q3	B-KKt5 B-K2 (17)	Q-K5ch Q-K2	
6	Castles Castles	P-B4 P-B5	P-KR3 (12) Castles	Kt-QB3 B-KKt5	B-KB4 B-Kt2	P-B3
7	P-B4 P-B3	B-B2 P-QKt4	P-QB4 P-B4	P-B3 B-R4	QxQch KtxQ	B-K2 B-Kt2
8	P-KR3 P-QKt3	Castles B-Q3	B-K3 PxQP	Q-K2 Castles	Kt-KB3 P-B4	QxQch KtxQ
9	Kt-B3 Kt-R3	P-KR3 (7) Kt-B3	KtxP Kt-B3	Castles P-B3	P-B3 PxP	Kt-KB3 Castles
10	P-R3 Kt-B2	P-QKt3 (8) B-Kt2	Castles Kt-K4	Kt-R3 B-QKt5	PxP QKt-B3	R-K5 Kt-Q2
11	B-K3 PxP	P-QR4 P-Kt5	Q-Kt3 K-Rsq	Kt-B4 R-Ksq	B-K5 BxB	Castles KtxB
12	BxBPch QKt-Q4 (1)	KtPxP QPxP	PxP KtxP	BxKt QxB	PxB B-Kt5	KtxKt BxB
13	B-KKt5 B-K3	PxP KtxKtP	B-K4 (13) KtxB	KtxB Q-R3ch	QKt-Q2 CastlesQR	PxB R-B5
14	Kt-K5 R-Bsq (2)	Kt-B3 KtxB	QxKt B-QB4	Q-Q2 QxKt	B-Kt5 P-QR3	B-Q3 B-B4
15	KtxP Q-B2 (3)	QxKt R-QKtsq	R-Qsq Kt-B5	P-KR4 Kt-Q2	B-R4 Kt-Kt5	BxB KtxB
16	BxKKt QxKt	Kt-QKt5(9) BxKt	Q-QB3 Kt-Q3	Q-Kt5 (18) QxQ (19)	CastlesKR Kt-Q6	P-KKt3 R-K5
17	BxKt BxB	PxB Castles	BxRP P-QKt3	PxQ Kt-Bsq	QR-Ktsq B-B4	P-KB4 R-K7
18	Q-Kt4 (4) R-QB2 (5)	KtxB QxKt	B-B2 Q-R5	Kt-K2 R-K6	B-B2 Kt-B3	Kt-R3 Kt-K6
19	B-K5 BxB	R-Ksq (10) Q-Q4	R-Q2 B-Kt2 (14)	P-R3 B-Q3	P-QR3 Kt(Q6)xP	R-B2 RxR
20	PxB B-B5 (6)	B-K3 QxBP (11)	Kt-K6 (15) BxBPch(16)	P-KB4 QR-Ksq(20)	Black won at move 62.	KxR (21) Kt-Kt5ch

NOTES (extracted and condensed).

- (1) This must be objectionable.
- (2) Here again Black plays without proper forethought, and loses a Pawn.
- (3) It is quite clear that had he taken the Kt, White would have gained a Piece in return immediately.
- (4) Cleverly played.
- (5) RxB, and then R-KKt3, seems more attacking.
- (6) Continued: 21 KR-Qsq QR-B2, 22 R-Q2 B-K3, 23 Q-Kt3 R-B4, 24 R-Ksq Q-B4, 25 P-Kt4 Q-K2, 26 Kt-K4 K-Rsq, 27 R(Ksq)-Qsq B-Ktsq, 28 R-Q7 QxKP, 29 RxRP (the game is peculiarly interesting from this point to the conclusion) QxQ (B-Q4 would have led to some remarkable variations; if in that case White took it, then Q taking Q, R would have taken R, and Black returning Q to Ktsq, ought to have won), 30 PxQ P-R3, 31 K-R2 R-K4, 32 R-Q4 B-Q4, 33 Kt-B3 B-Rsq, 34 R(Q4)-Q7 R(Kt)-Ksq, 35 RxP R-B7, 36 P-KR4 R-K8, 37 R(Kt7)-K7 (well played) RxPch, 38 K-R3 RxR, 39 RxBch K-Kt2, 40 KxR, and wins.
- (7) White does not play a sufficiently attacking game at these odds. It would have been better to check with the R at this point.
- (8) The attempt to break up Black's Ps involves White in a good deal of embarrassment. He should have left them alone, and pursued an attack on the K.
- (9) Checking with R, and then Kt-KKt5 would surely be more to the purpose.
- (10) Is there any cause why B-R3 should not be played?
- (11) Continued: 21 QxBPch K-Rsq, 22 Q-KBsq QR-Ksq, 23 Q-Kt2 Q-R4, 24 QR-Ktsq Kt-Q4, 25 B-Q2 R-K7, 26 RxR QxR, 27 B-Ksq Kt-B5, 28 Q-Kt4 Q-Q6, 29 R-Bsq (both parties play very ill here; White had simply to take the Kt with Q, and win easily) P-KR4, 30 Q-R4 P-Kt4, and wins.
- (12) This is merely losing time.
- (13) It would have been imprudent to take the Kt.
- (14) Here Black overlooks an opportunity of winning, e.g.: RxP, 20 RxR BxKt (he has no better move), 21 Q-KB3 B-Kt2, and White has no resource.
- (15) A mistake. Any way, however, Black has a great attack.
- (16) Continued: 21 K-Rsq R-B3, 22 RxKt B-Kt6, 23 K-Ktsq (nothing could save the game; the only feasible move appeared to be B-B5, but even that was unavailing, as Black might have replied with QxPch, and then have mated next move, whether his Q was taken or not) BxR, and White resigned.
- (17) We prefer B-Q3 at this point.
- (18) Finely conceived, and no doubt previously calculated on by White.
- (19) We should rather have played Q-B2. White's attack, though still very powerful, would then have been less overwhelming.
- (20) Continued: 21 K-Q2 P-QKt3, 22 QR-KBsq R(K6)-K2, 23 P-B5 R-KB2, 24 P-KKt4 B-K2, 25 P-Kt6 (from this point the game exhibits some features of remarkable interest) PxP, 26 PxP B-Kt4ch, 27 K-Qsq R-B3, 28 R-B5 RxR (we see nothing better), 29 PxR Kt-Q2, 30 P-Kt4 Kt-B3, 31 R-Ktsq B-B3, 32 P-R4 K-Bsq, 33 R-Kt2 K-K2, 34 Kt-Ktsq K-Q3, 35 Kt-B3 B-B5, 36 Kt-Kt5 BxKt, 37 RxB P-B4, 38 PxPch PxP, 39 PxPch KxP, 40 R-Kt2 K-Kt5, 41 K-Q2 (a fine coup de repos, which would do credit to a first-rate player) KxP, 42 R-Ktsq R-K2, 43 K-B3 R-QB2ch, 44 K-Q4 K-R6, 45 R-QRsqch K-Kt7, 46 R-R6 (decisive, and evidently foreseen by White when he gave up the Pawn) K-B8, 47 RxKt PxR, 48 KxP P-R4, 49 K-Q6 R-Bsq, 50 B-Kt5 KxP, 51 K-K7, and wins.
- (21) Continued: 21 K-Kt2 R-Qsq, 22 P-R3 Kt-R3, 23 P-KKt4 P-R3, 24 R-Qsq Kt-B2, 25 P-R4 P-B4, 26 P-B3 P-QKt4, 27 Kt-B2 P-QB4, 28 Kt-K3 P-Q5, 29 PxP PxP, 30 Kt-B2 P-Q6, 31 Kt-Ksq P-Q7, 32 Kt-B3, and wins.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	163	164	165	166	167	168
	Chess Play's. Chron. 1848.	Chess Play's. Chron. 1846.	Chess Play's. Chron. 1861.	Chess Play's. Chron. 1848.	Chess Play's. Chron. 1845.	Chess Play's. Chron. 1848.
	Medley. Buckle.	Harrwitz. Staunton.	Devinck. Morphy.	Medley. Perigal.	Rev. H. B. Williams.	Medley. Perigal.
1	P-K4 P-K3					
2	P-Q4 P-Q4					
3	PxP PxP			QxP		
4	Kt-QB3 Kt-KB3	P-QB4 Kt-KB3		Kt-KB3 Kt-KB3	Kt-QB3 B-Kt5	P-QB4 B-Kt5ch
5	B-KKt5 B-QKt5	Kt-QB3 B-QKt5		QKt-Q2 Kt-B3	Kt-B3 Kt-KB3	Kt-QB3 Q-K5ch
6	B-Q3 Castles	Kt-B3 Castles	B-Q3 Kt-B3	B-B4 Q-KR4	B-Q3 Castles	B-K2 Kt-QB3(11)
7	KKt-K2 Kt-B3	Q-Kt3 BxKtch	P-QR3 BxKt	Q-K2 Kt-Qsq	Castles Q-KR4	Kt-B3 KKt-K2
8	Castles Kt-K2	PxB P-QR4	PxB Castles	Kt-K4 KtxKt	Kt-K5 Q-R5	Castles BxKt
9	Kt-Kt3 P-B3	P-QR4 R-Ksqch	Kt-K2 B-K3	QxKt B-K2 (6)	Kt-Kt5 Kt-B3	PxB Castles
10	QKt-K2 B-Q3	B-K3 Kt-Kt5	PxP BxP	B-B4 B-Q3	P-QB3 KtxKt	B-Q3 Q-Kt5
11	P-KB4 Kt-Kt5	K-Q2 R-R3	Castles Kt-QR4 (4)	Kt-K5 Castles	PxKt Kt-Kt5	BxPch K-Rsq (12)
12	B-B3 Q-Kt3	B-Q3 R-QKt3	P-R3 P-QR3	B-KKt3 (7) BxKt	P-KR3 KtxBP	B-B2 Kt-B4
13	P-KR3 Kt-B3	Q-B2 P-R3	Kt-Kt3 P-KKt3	BxB B-Q2	RxKt QxRch	P-KR3 Q-R4
14	BxKt RxB	QR-Ksq QR-K3	B-KKt5 Q-Q2	R-Qsq Kt-B3	K-Rsq P-QKt3	P-Kt4 QxRP
15	Kt-R5 R-R3	P-R3 KtxB	Q-B2 P-Kt4	B-K2 Q-B2	B-K4 B-B4	PxKt Q-Kt5ch
16	P-KKt4 B-Q2	PxKt R-KB3	R-Ktsq Kt-B5	B-Kt3 Kt-Kt5	BxR B-R3	K-Rsq Q-R6ch
17	P-B3 R-KBsq	KR-Bsq PxP	BxKt(B4) BxB	B-Q3 (8) KtxB	B-B3 RxR	Kt-R2 PxP
18	P-B5 (1) KtxP	BxPch B-K3	KR-Ksq QR-Ksq	RxKt B-B3	PxR B-Kt2	R-KKtsq QxP
19	BxKt BxB	BxBch R(Ksq)xB	R-K5 RxR	Q-R4 Q-B4 (9)	and Black wins.	Q-R5ch K-Ktsq
20	KtxP B-K5 (2)	Q-Q3 Q-Ksq (3)	PxR Kt-Q4 (5)	B-K5 R-B2 (10)		B-R6 (13) R-B2 (14)

NOTES (extracted and condensed).

(1) Q-Q2, with the view of advancing the KBP, if Black played P-KKt3, would perhaps have been better.

(2) Continued: 21 RxRch BxR, 22 Kt-R5 Q-Qsq, 23 QKt-Kt3 Q-R5 (this appears doubly hazardous, and ought we believe, to have cost the game), 24 KtxB PxKt, 25 Q-Kt3ch (from this point White might, we think, with ordinary care have secured an easy victory) K-Rsq, 26 R-KBsq B-K2, 27 Q-B7 R-Kt3, 28 Q-B5 B-Q3, 29 K-Kt2 P-K6 (Black plays this difficult defence with his characteristic ingenuity), 30 Kt-B4 R-Ktsq, 31 Kt-K2 (overlooking Black's threatened rejoinder; he should have played Q-K6) R-KBsq, and wins.

(3) Continued: 21 Q-Kt5 Q-Kt3 (Black has now an excellent position), 22 R-K2 R-Kt3, 23 Q-B4ch R(B3)-K3, 24 Q-R2 Kt-Q2, 25 Q-B2 Q-Kt6, 26 R-QKtsq P-B4, 27 Q-B5 (a good move) Q-Q3, 28 K-Ksq Q-Kt6ch, 29 K-Bsq RxRch (from this point Black appears to relax in his attention; and his play in the latter part is very indifferent). White won on the 46th move.

(4) A useful move in this position.

(5) Continued: 21 R-Ksq Q-K3, 22 Q-Q2 R-Ksq, 23 Q-Q4 K-Rsq, 24 Kt-K4 K-Ktsq, 25 Kt-B6ch (this move makes the game, which should have been won by White, a draw, the Bishops being of different colour). It was given up as a draw after the 42nd move.

(6) He apparently loses a move by playing the B here, instead of to Q3 at once, but he feared, perhaps, the advance of White's Kt to Kt5.

(7) To prevent Black forcing an exchange of Queens, by Q-B4.

(8) He is obliged now to make some positive demonstration of attack, or Black may play B-B3, or Kt-Q4 and then Kt-KB3, &c.

(9) This was preparatory to taking the KKtP with B.

(10) Now threatening either B-Kt4, or to take KKtP. The game was continued: 21 Castles QR-KBsq, 22 R-KKt3 QxQBP (after this Black's game is irredeemable,) 23 Q-R6 P-KKt3, 24 P-KR4 B-Kt4, 25 P-R5 B-Q6 (taking the R would have availed him nothing, e.g.: 25 BxR, 26 PxP QxBPch, 27 K-R2, and must win), 26 PxP BxP, 27 P-B4 R-B3 (the only saving move), 28 P-B5 (promising to capture the B with R, and to play KR-QBsq) PxP, 29 R-Bsq Q-K5, 30 RxP Q-K8ch, 31 K-R2 QxRch, 32 KxQ R(B3)-B2, 33 Q-Bsq (to save time we should have preferred 33 Q-Kt7ch RxQ, 34 RxRch, and mates in two moves) P-B5ch, 34 BxP RxB, 35 QxR RxQ, 36 KxR, and Black resigned.

(11) Had he taken the KKtP it would have cost his Q.

(12) It is evident he dare not take the B.

(13) He might also have taken P with R, and won without difficulty.

(14) Continued: 21 BxKtP RxB, 22 RxRch KxR, 23 R-KKtsqch K-Bsq, 24 Q-R8ch K-K2, 25 R-Kt7ch K-Q3, 26 Q-B8ch Kt-K2, 27 QxKtch K-B3, 28 Q-B5 mate.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	169	170	171	172	173	174
	Chess Play's. Mag. 1867.	Chess Play's. Chron. 1850.	Chess Play's. Mag. 1866.	Chess Play's. Mag. 1867.	Chess Play's. Chron. 1842.	Chess Player, Vol. III.
	Fraser. Steinitz.	Smith. Buckle.	Mocatta. Steinitz.	Fraser. Steinitz.	K. W.	Simons. Buckle.
1	P-K4					
	P-K3					
2	P-Q4					
	P-Q4					
3	Q-R5ch (1)				B-Q3	
	P-KKt3				P-KKt3	PxP
4	Q-K5				P-K5	BxP
	Kt-KB3				P-B4	Kt-KB3
5	PxP (2)		B-KKt5		Q-Kt4	B-Kt5
	B-Q3		B-K2		PxP	P-B4
6	Q-K2		PxP (8)	B-Kt5ch	BxPch	BxKt
	KtxP		Castles	K-B2 (13)	PxB	QxB
7	P-QB4		PxP	Kt-QB3	QxPch	Kt-KB3
	Kt-B5	B-Kt5ch	Kt-Kt5 (9)	P-B3	K-Q2	Kt-Q2
8	Q-K4	B-Q2	BxB	B-Q3	Kt-KB3	Castles
	Kt-R4	BxBch	QxB	R-Bsq	Q-Ksq	B-Q3
9	Kt-KB3	KtxB	Q-K2	Q-B4 (14)	Q-Q3	P-Q5
	Castles	Kt-KB3	KtxBP	K-Ktsq	Kt-QB3	P-K4
10	B-R6	KKt-B3	Kt-KB3	BxKt	P-B4	Kt-B3
	R-B2	Castles	KtxR	BxB	PxPenpas	Castles
11	P-KKt3	Castles	P-Q5	P-K5	KtxP	Q-Q3
	Kt-QB3	Kt-B3	Kt-R3	B-R5	B-Kt5	P-KKt3
12	B-K2	Kt-K4	Kt-B3	Q-Kt4	Castles	QR-Ksq
	Kt-B3	P-QR3	P-B3	BxPch	BxKt	P-QR3
13	Q-R4	P-Q5	PxP	K-K2	PxB	Kt-Q2 (18)
	P-K4	PxP	PxP	Q-R5	KKt-K2	P-QKt4
14	P-Q5	PxP	Castles	QxQ	P-B4	P-QR4
	Kt-K2 (3)	Kt-K2	Kt-B4 (10)	BxQ	Q-Kt3	P-Kt5
15	Kt-Kt5	P-Q6	Q-K3	Kt-B3	Q-Qsq	Kt-K2
	Kt-B4	Kt-B3	BxP	B-K2	R-KKtsq	P-QR4
16	KtxR	Q-B4ch	B-B4	P-KR4	P-Kt3	P-QB4
	Q-K2	K-Kt2	QR-Ksq	P-B4	Q-Kt5	Q-B2
17	Q-Kt5 (4)	PxP	BxBch	PxP	PxP	P-QKt3
	QxKt	QxP	KtxB	Kt-B3	KtxQP	Kt-B3
18	Kt-B3	Kt-Q6	RxKt	P-R3	B-Kt2	Kt-Kt3
	Kt-Q5	R-Qsq	Kt-B5 (11)	BxBP	K-B2	K-Kt2
19	R-QBsq	Kt-KKt5(6)	Q-B2	P-R5	R-Bsq	Kt-B3
	B-KR6	RxKt	KtxP	P-KKt4(15)	B-Q2	B-Kt5
20	Q-R4	RxR	QxKt	KtxKtP	Q-Q3	Kt-Kt5
	B-Kt7 (5)	QxR (7)	Q-K6ch(12)	R-B7ch(16)	QR-KB1(17)	Q-Ksq (19)

NOTES (extracted and condensed).

(1) This move, recommended by Sarratt, was, for a long time, thought to be the strongest method of continuing the attack. Experience has, however, considerably modified this opinion, and it is questionable whether P-K5, as given in Salvio's treatise, is not more reliable.

(2) Mr. Sarratt preferred here B-KKt5; the move in the text is suggested in the "Chess Player's Companion," but does not maintain the attack so well as moving the Bishop.

(3) Although Black gives up the exchange designedly, his experiment, it must be owned, was hazardous in a match game.

(4) The following variation deserves notice: 17 KtxB KtxQ, 18 KtxB RxKt, 19 PxKt, and White has a Rook and two Bishops against the Queen.

(5) Continued: 21 R-KKtsq B-B6, 22 B-Q3 (B-K3 would have prevented any loss, whereas the move in the text loses at once a valuable Pawn in the centre, besides exposing White to ulterior disaster) BxP, 23 Q-R3 Kt-B6ch, 24 K-Bsq B-K3. 25 Q-Kt2 Kt-Kt5, 26 Kt-K4 (the B could not now go to K3, as Black would obtain a winning advantage, either by KtxB or Kt-R5) KtxB, 27 R-KRsq R-KBsq, 28 P-KR3 B-KB4, 29 R-Qsq BxKt, 30 BxB QxPch, 31 B-Q3 Q-QKt5, and White resigned.

(6) The combination this originates is ingenious, but it does not turn out so successfully as it promises at the first glance.

(7) Continued: 21 Q-B7ch K-Rsq, 22 QxRPch KtxQ, 23 Kt-B7ch K-Kt2, 24 KtxQ P-QKt4, 25 B-Q3 Kt-B3, 26 R-Ksq B-Q2, 27 P-B3 R-Qsq, 28 P-KKt4 B-Ksq, 29 KtxBch RxKt, 30 RxR KtxR, 31 P-QR4 (White's object now is, of course, to change off all the Pawns, since the two Knights can never mate alone) Kt-Q3, 32 PxP PxP, 33 P-B4 P-Kt5, 34 P-R4 Kt-Q5, 35 K-Q2 Kt-K3 (if he checks with Kt at B6, and then takes the RP, Black would gain a Pawn in return, and afterwards sacrifice his B for the other P, drawing, to a certainty), 36 K-K3 K-B3, 37 BxP Kt-B5ch, 38 K-Q3 KtxKtPch, 39 K-B2 Kt-Q5ch, 40 KxKt KxB, 41 K-R2, drawn game.

(8) B-Kt5ch appears better. (See next column.)

(9) It has been proved that Kt-B3 at this juncture gives Black a powerful attack. The text move also seems good.

(10) In order to be able to take the P with safety.

(11) Well conceived, as the subsequent capture of the KKtP will win.

(12) Continued: 21 Kt-Q2 R-B7, 22 QxR QxQ, 23 Kt(B3)-K4 Q-Kt7, 24 Kt-B6ch K-Rsq, 25 R-Bsq R-KBsq, 26 P-Kt3 Q-Kt4, and White resigned.

(13) Perhaps best. Kt-B3, as shown in the "Era," loses the game.

(14) The series of moves adopted by White at this point gives his opponent great scope for attack.

(15) Ingeniously conceived. If the P be taken there are sure to be reprisals on Black's side.

(16) Continued: 21 K-Ksq RxKtP, 22 KtxRP KtxP, 23 Kt-B6ch K-Kt2, 24 P-R6ch (had he attempted to save the Kt he must have lost the game equally) KxKt, 25 P-R7 KtxBch, 26 PxKt B-Q2, 27 Kt-K2 R-Rsq, and wins.

(17) Continued: 21 Kt-Q4 K-Ktsq, 22 KtxKtch BxKt, 23 B-R3 Kt-B5, 24 Q-Q6ch K-Rsq, and White resigned.

(18) Lost time, P-KR4 would have been more effective.

(19) Continued: 21 P-R3 P-R3, 22 Kt-R7 KtxKt, 23 PxR R-B3, 24 R-K3 Kt-Kt4, 25 KR-Ksq Q-Q2, 26 BxP (a rash sacrifice) RxR, 27 Kt-B5ch K-Rsq, 28 KtxB QxKt, 29 RxP QR-KKtsq, 30 R-K7 QR-Kt2, 31 R-K8ch K-R2, 32 Q-B5 R-KB2, 33 Q-B8 Q-KB3, 34 P-B4 Q-Q5ch, 35 K-R2 RxP; Black ultimately won.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	175	176	177	178	179	180
	Automaton Games.	Automaton Games.	Automaton Games.	Automaton Games.	Automaton Games.	Automaton Games.
	Cochrane.	M r.	Cochrane.	Keen.	Brand.	Brand.
	Automaton	Automaton	Automaton	Automaton	Automaton	Automaton
1	P-K4					
	P-K3					
2	P-Q4					
	P-B3					
3	P-KB4			B-Q3		
	P-Q4			P-KKt3		
4	P-K5			Kt-KB3		P-KB4
	P-B4			P-Q4		P-Q4
5	P-B3		Kt-KB3	P-K5		P-K5
	Kt-QB3		Kt-QB3	P-B4		P-B4
6	B-Kt5	Kt-B3	P-B3	P-B3	B-QKt5ch	P-B3
	Q-Kt3	Q-Kt3	Kt-R3	Kt-QB3	Kt-QB3	Kt-QB3
7	BxKtch	Q-Kt3	B-K2	Castles	P-B3	Kt-B3
	PxB	Q-B2	Q-Kt3	PxP	Q-Kt3	Q-Kt3
8	Kt-B3	B-Kt5	Q-Kt3	PxP	Q-K2	Q-Kt3
	B-R3	B-Q2	Q-B2	Kt-R3	B-Q2	Q-B2
9	K-B2	B-K3	Castles	Kt-Kt5	BxKt	B-Kt5
	PxP	PxP	B-K2	Q-K2	PxB	B-Q2
10	KtxP	PxP	Q-B2	B-K3	P-QR4	BxKt
	P-B4	Kt-R3	PxP	B-Q2	PxP	PxB
11	Kt-B3	Castles	PxP	Q-Kt3	PxP	Castles
	Kt-R3	Kt-KKt5	Q-Kt3	R-QKtsq	P-B4	PxP
12	P-KR3	QKt-Q2	R-Qsq	P-B4	B-K3	PxP
	B-K2	KtxB	Kt-B4	Kt-KKt5	P-B5	P-B4
13	P-KKt4	QxKt	Q-Q3	Q-B2	Kt-B3	B-K3
	CastlesKR	B-K2	QKtxQP	KtxB	R-Ktsq	Kt-R3
14	Q-Kt3	QR-Bsq	KtxKt	BxPch	CastlesKR	Q-B3
	Q-B3	CastlesKR	KtxKt	K-Qsq	Kt-K2	Kt-Kt5
15	K-Kt3	B-Q3	K-Rsq	Kt-B7ch	P-R5	B-B2
	QR-Ksq	P-KKt3	KtxB	QxKt	QxKtP	B-Kt4
16	Q-Qsq	P-QR3	QxKt	Q-K2	QxQ	R-Ksq
	Kt-B2	Q-Kt3	Castles	QxB	RxQ	KtxB
17	P-KR4	P-QKt4	Kt-B3	QxKt	KR-Ktsq	KxKt
	B-Qsq	P-QR4	B-Q2	Q-K5	RxRch	B-K2
18	Q-B2	P-Kt5	B-K3	Q-Q2	RxR	P-QKt3
	B-Kt2	Kt-Qsq	B-B4	QxQPch	Kt-B3	P-B5
19	Kt-Kt5	P-QR4	BxB	QxQ	R-Kt7	P-QR4
	BxKt	Kt-B2	QxB	KtxQ	P-QR3	B-Q2
20	RPxB	Kt-Kt3	Q-Kt4	Kt-B3	Kt-QR4	P-QKt4
	P-Kt3 (1)	Kt-R3 (2)	R-B2 (3)	B-Kt5 (4)	Kt-Qsq (5)	P-QR4 (6)

NOTES (extracted and condensed).

(1) Continued: 21 Q-R2 P-KR3, 22 PxP K-R2, 23 Q-Kt2 Q-B2, 24 Q-K2 P-Q5, 25 R-Bsq Q-B3, 26 PxP PxP, 27 R-B2 QxB, and wins.

(2) Continued: 21 P-R3 Kt-B4, 22 BxKt KtPxP, 23 Kt-B5 B-Ksq, 24 Q-B2 K-Rsq, 25 P-R4 P-R3, 26 R-B2 R-KKtsq, 27 KR-Bsq R-Kt5, 28 P-Kt3 B-R4, 29 K-R2 QR-KKtsq, 30 R-KKtsq R(Kt5)-Kt3, 31 QR-Bsq K-R2, 32 Kt-Q2 Q-R2, 33 P-Kt6 QxP, 34 R-Ktsq Q-B3, 35 RxP R(Kt3)-Kt2, 36 Kt(Q2)-Kt3 BxKt, 37 BxRch RxR, 38 KtxB Q-Kt3, 39 Q-Q2 B-B6, 40 Q-B3 B-K5, 41 Q-Kt3 QxQ, 42 KtxQ R-Kt2, 43 Kt-B5 R-Kt7ch, 44 K-R3 B-B6, 45 P-Kt4 BxPch, 46 RxB PxRch, 47 KxP K-Kt3, 48 KtxP P-R4ch, 49 K-Kt3 R-Kt6ch, 50 K-R2 K-B4, 51 Kt-B5 R-K6, 52 Kt-Kt7 KxP, 53 KtxP R-K7ch, 54 K-R3 R-K6ch, 55 K-R2 K-Kt5, 56 Kt-B6 R-K7ch, 57 K-Ktsq KxP, 58 P-R5 R-QB7, 59 Kt-Kt4 R-Q7, 60 P-R6 K-Kt6, 61 K-Bsq RxP, 62 P-R7 R-KB5ch, 63 K-K2 R-Bsq, 64 KtxP R-QRsq, 65 P-K6 RxP, 66 P-K7 R-Rsq, 67 Kt-B6 P-R5, 68 P-K8(Q) RxQ, 69 KtxR K-Kt7, 70 Kt-B6 P-R6, 71 Kt-Kt4 K-Kt6, 72 Kt-B2 P-R7, 73 K-Bsq, drawn game.

(3) Continued: 21 KtxP PxKt, 22 P-K6 BxP, 23 QxB P-Q5, 24 QR-Bsq Q-Kt5, 25 R-B7 QR-KBsq, 26 RxR RxR, 27 R-QBsq P-KR3, 28 R-B7 Q-Bsq, 29 R-B8 QxR, 30 QxQch K-R2, 31 Q-B2ch K-Rsq, 32 P-KKt3 P-QKt3, 33 K-Kt2 R-B3, 34 K-B3 P-QR4, 35 K-K4 R-Q3, 36 K-K5 R-KB3, 37 KxP K-Ktsq, 38 K-K5 K-Rsq, 39 Q-B8ch K-R2, 40 Q-KB5ch RxQ, 41 KxR P-QKt4, 42 P-KKt4 K-Ktsq, 43 K-K6 K-Bsq, 44 P-KR4 K-Ktsq, 45 P-B5 P-Kt5, 46 P-B6 PxP, 47 KxP K-R2, 48 K-B7 P-R5, 49 P-Kt5 PxP, 50 PxP P-Kt6, 51 PxP PxP, 52 P-Kt6ch K-R3, 53 P-Kt7, then Queens, and wins.

(4) Continued: 21 QR-Qsq BxKt, 22 PxP Kt-K7ch, 23 K-Rsq KtxQBP, 24 R-B2 KtxR, 25 R-Q2 Kt-K6, 26 P-KR3 R-Ktsq, 27 P-Kt4 R-QBsq, 28 K-Ktsq R-B7, 29 R-Q3 KtxP, 30 R-KKt3 R-B8ch, 31 K-Kt2 Kt-K6ch, 32 K-B2 R-B8ch, 33 KxKt RxRch, 34 K-Q4 RxBPch, 35 K-B5 R-B5ch, 36 K-Q6 R-B3 mate.

(5) Continued: 21 RxB KxR, 22 Kt-Kt6ch K-B2, 23 B-Q2 B-K2, 24 Kt-Ksq Kt-B3, 25 Kt-B2 K-Kt2, 26 P-B4 R-KBsq, 27 P-Kt3 R-B2, 28 Kt-K3 KtxQP, 29 K-Kt2 Kt-Kt6, 30 B-Ksq B-B4, 31 KKtxBP PxKt, 32 KtxP, and White resigned.

(6) Continued: 21 R-K3 R-QKtsq, 22 P-Kt5 Castles, 23 P-Kt3 P-Kt4, 24 PxP BxKKtP, 25 R-K2 B-Ksq, 26 K-Kt2 B-R4, 27 R-KB2 B-K2, 28 Q-K3 R-B2, 29 Kt-B3 QR-KBsq, 30 QR-KBsq B-QKt5, 31 Kt-Kt5 RxRch, 32 RxR RxRch, 33 KxR Q-K2, 34 Kt-R3 Q-KB2ch, 35 Kt-B4 Q-B4, 36 P-Kt6 Q-B7ch, 37 Kt-K2 BxKt(B6), 38 Q-Kt5ch B-Kt3. Drawn game.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

181	182	183	184	185	186
Chess Play's. Chron. 1842.	Automaton Games.	Chess Play's. Chron. 1840.	Automaton Games.	Chess Play's. Chron. 1842.	Automaton Games.
Williams. Mr. —.	Rawdon. Automaton	Amateur. Williams.	Brand. Automaton	Mr. —. Williams.	North. Automaton
1 P-K4 P-K3					
2 P-Q4 P-B3					
3 P-QB4 P-Q3					P-QB3 P-Q4
4 Kt-QB3 B-K2	P-KKt3	P-B4 Kt-B3	Kt-KB3 P-KKt3	B-Q2 BxBch	P-K5 P-B4
5 B-Q3 P-K4	B-Q3 B-Kt2	Kt-QB3 P-Q4	B-K3 B-Kt2	KtXB P-Q4	P-QKt3 PxP
6 P-Q5 Kt-B3	B-K3 Kt-K2	BPxP BPxP	P-K5 P-Q4	BPxP BPxP	PxP Kt-QB3
7 P-B4 (1) PxBP	Q-Kt3 P-Kt3	P-K5 KKt-Q2	P-B5 P-Kt3	P-K5 Kt-K2	P-B4 Kt-R3
8 BxP P-B4	KKt-K2 P-B4	B-Q3 P-KKt3	B-Q3 PxP	P-B4 Castles	B-Q3 Q-Kt3
9 Kt-B3 Kt-R4	P-Q5 P-K4	Q-Kt4 (6) Q-Kt3	PxP Kt-Q2	Kt-R3 Kt-B4	Kt-KB3 B-Kt5ch
10 Q-Q2 Castles	CastlesQR Castles	Kt-B3 B-K2	Q-B2 Kt-K2	Kt-B3 Kt-B3	B-Q2 KtXP
11 Kt-K2 Kt-Q2	QR-Bsq Kt-Q2	P-QR4 P-QR4	B-Q4 Q-B2	B-Q3 P-KKt3 (9)	BxB KtXKtch
12 CastlesKR KtXB	P-B4 PxP	Kt-QKt5 Kt-R3	Q-B3 Castles	BxKt KtPxP	QxKt QxBch
13 KtXKt Kt-K4	BxP Kt-K4	Castles Kt-Kt5	Castles Kt-B4	Castles B-Q2	Kt-Q2 Castles
14 QR-Ksq P-KKt4	BxKt BxB	B-Ktsq Kt-Bsq	BxKt RxB	Q-Ksq K-Rsq	P-KR4 Q-Q5
15 Kt-R5 KtXB (2)	K-Ktsq B-Q2	B-Q2 B-Q2	R-Ksq P-QR4	Kt(R3)-Kt5 Q-K2	R-Qsq RxB
16 QxKt Q-Ksq	Q-Qsq P-QR3	BxKt PxP	P-QR3 P-R5	Q-R4 R-KKtsq	Q-K2 RxB
17 Kt-Kt3 Q-Kt3	RxBch QxR	B-Q3 BxKt	QKt-Q2 B-QR3	Q-R5 QR-KBsq	RxB QxBch
18 R-Qsq B-Q2 (3)	R-Bsq Q-Kt2	BxBch K-Qsq	P-QKt3 PxP	QR-Qsq Q-Kt2	Q-B2 QxQch
19 P-K5 QxQ	P-KKt3 R-Ktsq	Kt-Kt5 QxPch	KtXP B-Kt4	Kt-R4 B-Ksq	KxQ Kt-Kt5ch
20 RxQ P-Kt5 (4)	K-Bsq P-QKt4 (5)	K-Rsq BxKt (7)	Kt(Kt3)-Q2 B-KR3 (8)	Q-K2 Q-R3 (10)	K-B3 KtXPch(11)

NOTES (extracted and condensed).

- (1) The opening moves are well played by White.
- (2) KtxKtch seems preferable.
- (3) P-Kt5 would have been more forcible.
- (4) Continued: 21 PxP BxP, 22 Kt-R4 RxRch, 23 KtxR B-K4, 24 P-QKt3 B-Q5ch, 25 K-Rsq R-Ksq, 26 R-Qsq R-K7, 27 Kt-Kt3 RxRP, 28 Kt(R4)-B5 R-Kt7, 29 KtxB PxKt, 30 Kt-K4 B-B4, 31 P-Q6 (a good move) K-B2, 32 Kt-B5 R-K7, 33 K-Ktsq P-Kt3, 34 P-Q7 BxP (if Black had played K-K2, White, by RxP, must have won easily), 35 KtxB R-K5, 36 P-B5 K-K2, 37 PxP KxKt, 38 PxP R-Ksq, 39 RxPch K-B2, 40 RxP R-QRsq, 41 R-Kt7ch K-Kt3, 42 RxP, and Black resigned.
- (5) Continued: 21 Q-Q2 Kt-Bsq, 22 Q-Kt5 Kt-Kt3, 23 Q-Q2 PxP, 24 B-B2 P-QR4, 25 P-QR4 Kt-Rsq, 26 R-B2 Kt-B2, 27 B-Qsq Kt-R3, 28 Kt-KKtsq Kt-Kt5, 29 Kt-B3 Kt-Q6ch, 30 K-Ktsq RxPch, 31 QxR KtxQ, 32 RxKt BxKt, 33 R-Kt8ch K-B2, 34 P-R4 P-R3, 35 P-Kt4 B-Kt5, 36 P-Kt5 P-R4, 37 Kt-Ktsq Q-Q5, 38 B-B2 QxKtch, 39 K-Kt2 Q-Q5ch, 40 K-Ktsq P-B6, 41 K-R2 P-B5, 42 K-Ktsq Q-Kt8ch, 43 K-R2 Q-QB8, and mates in two moves.
- (6) By P-KR4 he would also have obtained a fine attacking position.
- (7) Continued: 21 QxBch K-B2, 22 Q-K7ch K-Kt3, 23 QR-Bsq P-R4, 24 Q-QB7ch K-R2, 25 R-B6 R-R2, 26 R-R6 mate.
- (8) Continued: 21 Kt-Bsq R-R5, 22 Kt-K3 R-Bsq, 23 KR-Ktsq R(Bsq)-Rsq, 24 R-Kt4 Q-R4, 25 RxR QxR, 26 Kt-Kt4 B-Kt2, 27 Kt-B6ch BxKt, 28 PxR P-R3, 29 P-B7ch KxP, 30 Kt-K5ch KtxKt, 31 BxKt Q-K5, 32 B-R8 P-K4, 33 BxP R-R5, 34 R-Ksq Q-Q6, drawn game.
- (9) If Kt-K6 or KtxQP he would have lost the game.
- (10) Continued: 21 R-Q3 RxKt (well played), 22 PxR QxKt, 23 P-KKt4 QxP(Kt4), 24 K-Rsq B-Kt3, 25 PxP BxP, 26 R-KKt3 B-K5ch, 27 K-Ktsq RxRch, 28 QxR Q-B4, 29 Q-Bsq Q-Bsq, 30 Q-Qsq Q-Kt5, 31 R-Kt3 Q-R5, 32 R-Q3 QxRP, 33 Q-KBsq B-B4, 34 R-Q2 Q-Kt6, 35 Q-KB4 Kt-K2, 36 Q-Kt5 Kt-Ktsq, 37 P-R4 Q-KR6, 38 R-Kt2 B-Kt3, 39 R-K2 Q-Q6, 40 R-Q2 Q-Kt8ch, 41 K-B2 Q-B4ch, 42 QxQ BxQ, 43 P-Kt4 Kt-K2, 44 P-Kt5 P-KR4, 45 R-R2 P-R3, 46 PxP PxP, 47 RxP K-Kt2, 48 R-Rsq B-Kt5, and after a few more moves White resigned.
- (11) Continued: 21 K-K2 KtxB, 22 KxKt P-K4, 23 R-Ksq B-B4ch, 24 K-B3 R-QBsqch, 25 K-Kt2 R-B7ch, 26 K-Rsq RxKt, 27 RxP B-K5, 28 P-R4 K-B2, 29 P-QKt4 RxP, 30 P-Kt5 P-QKt3, 31 R-R5 P-Kt4, 32 R-R6 B-Kt3, 33 P-R5 R-Kt8ch, 34 K-R2 PxP, 35 R-R2 R-Kt5, 36 R-KB2ch R-KB5, 37 R-Q2 B-K5, 38 R-R2 P-Kt5, 39 R-R4 K-Kt3, 40 R-R2 P-Kt6, 41 R-Q2 R-B7, 42 RxR PxR, and wins.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	187	188	189	190	191	192
	Automaton Games.	Automaton Games.	Automaton Games.	Automaton Games.	Automaton Games.	Souvenir Bristol C.C.
	Murray.	Macabe.	Tolfrey.	Murray.	W r.	Rev. H. B.
	Automaton	Automaton	Automaton	Automaton	Automaton	Williams.
1	P-K4					
	P-K3					
2	P-Q4					
	P-B3					
3	Kt-KB3		B-K3	B-KB4	Q-B3	P-K5
	P-Q4		P-Q4	P-Q4	P-Q4	P-Q4
4	PxP	B-Q3	P-K5	PxP	B-Q3	PxP en pas
	KPxP	P-KKt3	P-QKt3	BPxP	P-KKt3	BxP
5	B-Q3	P-B3	P-QR3	B-QKt5ch	Kt-KR3	B-Q3
	Kt-B3	B-Kt2	P-B4	Kt-QB3	PxP	Kt-B3
6	B-KB4	P-K5	P-QB4	Kt-QB3	BxP	B-KKt5
	B-K2	P-QR3	Kt-QB3	Kt-B3	QxP	Q-R4ch
7	Kt-Kt5	P-QR4	PxQP	Q-K2	Castles	Q-Q2
	Castles	P-B4	KPxP	B-Kt5	Kt-B3	Q-Kt3
8	B-K5	B-K3	Kt-QB3	BxKtch	Kt-Kt5	BxKt
	P-KR3	Kt-QB3	B-K3	PxB	B-Kt2	QxKtP
9	P-KR4	QKt-Q2	Kt-B3	P-QR3	R-Qsq	BxKtP
	Q-Ksq	KKt-K2	B-K2	BxKtch	Q-Kt3	QxR
10	Q-K2	B-KKt5	B-QKt5	PxB	Q-KR3	BxR
	QKt-Q2	Castles	Q-Q2	Castles	Castles	QxKtch
11	BxKt	Castles	P-QKt4	P-R3	KtxRP	K-K2
	BxB	Q-Kt3	PxKtP	Kt-K5	KtxKt	Kt-Q2
12	Kt-K6	BxKt	PxP	Q-K3	BxKtP	P-QB3
	R-B2	KtxB	BxP	Q-R4	QxBPch	Q-R8 (5)
13	B-Kt6	B-K2	B-Q2	Kt-K2	K-Rsq	BxP
	Kt-Kt3	PxP	KKt-K2	B-R3	Q-B8ch	Kt-Bsq
14	BxRch	PxP	Kt-Kt5	P-B3	RxQ	B-Q3
	KxB	QxKtP	BxKt	BxKt	RxR mate.	B-Q2
15	Kt-Kt5ch	Kt-Kt3	BxB	PxKt		B-B6
	PxKt	Kt-B3	CastlesKR	B-B5		K-B2
16	QxQch	R-Ktsq	Castles	PxP		B-KKt5
	KxQ	Q-R6	P-KR3	RxB		P-K4
17	PxP	R-Rsq	Kt-B3	QxBch		B-QB4ch
	BxQP	Q-Kt5	B-Kt5	R-B2		B-K3
18	R-R8ch	Q-Q3	B-K2	K-Q2		P-Q5
	K-B2	R-B5	P-QR4	QxQP		PxP
19	P-QB3	P-Kt3	P-R3	QxQ		BxP
	B-K4	R-Bsq	BxKt	PxQ		R-Bsq
20	P-KB4	KKt-Q2	BxB	KR-Ksq		P-QB4 (6)
	BxKBP (1)	P-Kt3 (2)	P-QKt4 (3)	R-B7ch (4)		P-K5 (7)

NOTES (extracted and condensed).

(1) Continued: 21 Kt-Q2 B-Kt6ch, 22 K-Bsq B-B4, 23 RxR KtxR, 24 K-Ktsq Kt-B2, 25 R-KBsq K-Kt3, 26 R-B3 B-Q3, 27 P-B4 B-QKt5, 28 Kt-Bsq PxP, 29 Kt-K3 B-B4, 30 K-Rsq BxKt, 31 RxB(K3) Kt-K3, 32 K-Ktsq KxP, 33 K-B2 K-B3, 34 K-B3 Kt-Q5ch, 35 K-Kt3 P-R4, 36 K-R4 B-Kt8, 37 P-KKt4 P-KKt4ch, 38 K-R5 BxP, 39 R-K8 Kt-K3, 40 RxKt KxR, 41 KxP B-Kt8, and wins.

(2) Continued: 21 P-B4 P-QR4, 22 Q-K3 Q-K2, 23 Kt-B3 Kt-Kt5, 24 Kt-Ksq B-Q2, 25 Kt-Bsq KR-Bsq, 26 Kt(Bsq)-Q3 R-B6, 27 Q-Q2 QR-QBsq, 28 KtxKt QxKt, 29 R-B3 RxR, 30 QxQ RxKtPch, 31 PxR PxQ, 32 B-Kt5 BxB, 33 PxB P-Kt6, 34 R-Ktsq R-B6, 35 K-Kt2 B-Bsq, 36 Kt-B3 B-R6, 37 Kt-Ktsq P-Kt7, 38 Kt-K2 R-B8, 39 KtxR PxKt(Q), 40 RxQ BxR, 41 K-R3 B-Kt7, 42 K-R4 BxP, 43 K-Kt5 K-Kt2, and wins.

(3) Continued: 21 B-KKt4 Kt-B4, 22 P-Kt3 P-Kt5, 23 B-Q2 Q-R2, 24 BxKt RxR, 25 BxRP PxR, 26 Q-Kt4ch R-Kt4, 27 Q-K6ch K-R2, 28 QxKt P-R5, 29 QxQP P-Kt6, 30 R-R3 R-QKtsq, 31 R-Ktsq R-KKt2, 32 Q-K4ch K-Rsq, 33 P-Q5 RxPch, 34 K-Bsq Q-R3ch, 35 Q-K2 R-Kt8ch, 36 KxR QxQ, 37 P-K6 R-Ktsqch, 38 K-Rsq Q-B6ch, 39 K-R2 Q-Kt7 mate.

(4) Continued: 21 K-Bsq RxKtP, 22 R-QKtsq P-KR3, 23 R-Kt4 R-KBsq, 24 RxR PxR, 25 P-Q5 R(Bsq)-B7, 26 R-K4 RxPch, 27 K-Ktsq RxP, 28 R-Q4 R-Q6, 29 RxR PxR, 30 K-Bsq K-B2, and wins.

(5) From this point we think Black has the better game.

(6) Threatening to win a Piece.

(7) Continued: 21 BxBch KtxB, 22 QxB Kt-Q5ch, 23 K-Q2 Q-Kt7ch, 24 K-Ksq, and Black mates in three moves.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

193	194	195	196	197	198
Chess Play's. Chron. 1846.	Chess Play's. Mag. 1867.	Chess Player, Vol. III.	Chess Play's. Chron. 1860.	Transactions B.C.A. 1868-9.	Chess Play's. Chron. 1843.
Harrwitz. Staunton.	Fraser. Steinitz.	Wayte. Horwitz.	Green. Brahmin.	Baylis. Green.	Taverner. Staunton.
1 P-K4					
P-K3					
2 P-Q4					
P-B4					
3 P x P				Q-R5ch	
Q-R4ch				P-KKt3	
4 Kt-QB3		B-Q2		Q-K5	
B x P		Q x BP		Kt-KB3	
5 B-Q3		Kt-QB3		B-KKt5	
Kt-QB3	P-QR3	Kt-QB3	Kt-KB3	B-Kt2 (14)	B-K2
6 Kt-B3	Kt-B3	B-K3	B-K2	B x Kt	P-Q5
KKt-K2	Kt-QB3	Q-Kt5	B-K2	B x B	P-Q3
7 Castles	Castles	R-Ktsq	P-QR3	Q x BP	B-Kt5ch
P-QR3	P-Q3	Kt-B3	Castles	Kt-B3	K-B2
8 K-Rsq	B-Q2	B-Q3	P-QKt4	P-QB3	Q-B4
Q-B2	Q-B2	B-K2	Q-Kt3	P-Q3	P-K4
9 Kt-KKt5	B-KB4	Kt-B3	Kt-B3	Q-B4	Q-K3
P-KKt3 (1)	Kt-B3	P-Q4	P-QR4	Castles	P-QR3
10 P-B4	Q-Q2	P-K5	P-Kt5	Q-Q3	B x Kt
P-R3	Castles	Kt-Kt5	Kt-Kt5	Q-Kt3	B x B
11 Kt-B3	QR-Qsq	B-Q2	Castles	Q-Kt5 (15)	B-K2
P-Q3	P-K4	Q-Kt3	B-B4	B x P (16)	R-Bsq
12 Q-Ksq	B-B4ch	Q-K2	Q-Ksq	P x B	Kt-KB3
B-Q2	K-Rsq	Q-B2	Q-Q3	Q x P	K-Kt2
13 P-QR3	B-KKt5 (5)	Kt-QKt5	P-K5	Q-K2	P-KR4
P-QKt4	B-KKt5	Q-Ktsq (10)	Kt x KP	P-Q4	B-Kt5
14 P-QKt4	B x Kt (6)	B-KB4	Kt-K4	Kt-KB3	Kt-Kt5
B-R2	B x Kt (7)	Castles	Kt x Ktch	Q-Kt5ch	B x Kt
15 B-Kt2	B-R4	B-Kt3	B x Kt	Kt-B3	P x B
R-KBsq (2)	B x R	P-QR3	Q-B2	P x P (17)	B x B
16 Kt-K2	R x B	Kt-B3	P-QR4	Kt-KKt5	K x B
P-K4	B-Kt5	P-QKt4	B-Kt3	Kt-Q5	R-B5
17 Q-Kt3	Kt-Q5	Castles	R-Bsq	P-QR3 (18)	Kt-Q2
P x P	Q-B2 (8)	B-Kt2	P-Q4	Q-Kt3 (19)	Q x P
Kt x P	P-QB3	P-QR4	Kt-Kt5	Q x P	Kt-B3
18 Castles	B-B4	P-Kt5	Q-Q3	Q x P	Q-K2
Kt x P (3)	P-QKt4	Kt-K4 (11)	P-B4	Q x Kt	P-KKt3
19 Kt x Kt	B-R2	R x Kt	B-B2	Q x Rch	R-Kt5
20 Q x Kt	Q-K2	Q x R	P-Kt3	K-Q2	Black won
B-K6 (4)	Q-Kt3 (9)	P x Kt (12)	P-R3 (13)	B-Q2 (20)	at move 52.

NOTES (extracted and condensed).

- (1) Black's game is more embarrassed than it ought to be.
- (2) Castles KR would, perhaps, have been safer.
- (3) We prefer B-Kt7.
- (4) Continued: 21 P-B4 R-Ktsq, 22 Q-B6 R-Kt5, 23 PxP PxP, 24 KR-Ksq Q-Kt3, 25 BxP QR-Ktsq, 26 B-KBsq R-B5, 27 Q-B3 RxKt, 28 PxR (overlooking the mate; we believe the loss of a Piece was inevitable, but with White's preponderance of Pawns it is doubtful whether that would have decided the game against him; if 28 B-B4, RxP, and when the K took R, Black would play R-B7ch, followed by B-Q5) R-Kt8 mate.
- (5) The first player loses time with his Bishops.
- (6) B-K2 seems safer.
- (7) The correct reply.
- (8) He would have lost a Piece had he captured the Q.
- (9) Continued: 21 Kt-B7 Q-R3, 22 B-KKt3 (he did not venture to take the R, on account of the dangerous attack menaced by Black upon the KBP) QR-Bsq, 23 Kt-K6 R-B3, 24 Q-Kt4 Kt-K2 (if R-Kt3 White could escape from his difficulties by Kt-Kt5), 25 B-Kt3 R-Kt3, 26 Q-B3 RxKt, 27 Q-B7 R-KB3, 28 QxKt QR-Bsq, 29 RxP BxPch, 30 BxB RxB, 31 QxRch RxQ, 32 RxQ PxR, 33 B-Q5 P-Kt3, 34 P-QR4 K-Kt2, 35 P-Kt3 K-B3, 36 K-B2 K-K2ch, 37 K-K3 R-B8, 38 B-B4 R-QR8, 39 BxP RxP, 40 B-K2 K-Q3, 41 P-R4 R-R8, 42 P-Kt4 P-R4, 43 PxP R-R8, and after a few more moves Black won.
- (10) Q-Qsq would have been better.
- (11) If Black takes this Kt at once White obtains a formidable attack, e.g.: PxKt, 20 QxP QKtxP, 21 QxPch K-B2, 22 BxKt KtxB, 23 KtxKtch, with a decidedly winning position.
- (12) Continued: 21 QxP Kt-R3, 22 QxRPch K-Bsq, 23 P-KB4 Kt-Q5, 24 P-B5 (well played; the game throughout is conducted in masterly style by White) Kt(Q5)xKBP, 25 BxKt KtxB, 26 Q-R8ch K-B2, 27 RxKtch PxR, 28 P-K6ch K-Kt3, 29 BxQ B-B4ch, 30 K-Bsq, and Black shortly resigned.
- (13) Continued: 21 P-B5 Q-Q2, 22 B-KKt4 PxKt, 23 BxKtP B-Qsq, 24 P-R4 BxB, 25 PxP Kt-R3, 26 PxKt RxP, 27 Q-Qsq Q-K2, 28 P-B4 R-QB3, 29 Q-Q4 R-KB2, 30 KR-Ksq Q-Bsq, 31 P-B5 PxP, 32 B-R5 R-K2, 33 QxQPch B-K3, 34 Q-Rsq B-B2, 35 KR-Qsq R-Ksq, 36 BxBch QxB, 37 Q-B3 P-KKt3, 38 R-Q6 RxR, 39 PxR Q-K3, 40 R-Qsq R-Qsq, 41 QxKtP Q-K6ch, 42 K-Bsq QxP(Kt6), 43 Q-Q5ch K-Bsq, 44 Q-Q4 QxKtP, 45 P-Q7 K-B2, 46 R-Ksq Q-B3, 47 Q-Q5ch K-Kt2, 48 QxRP RxP, 49 Q-Kt5 Q-Q5, 50 Q-K5ch QxQ, 51 RxQ R-Q5, 52 P-R5 R-QR5, 53 K-B2 K-B3, 54 R-Kt5 K-Kt4, and wins.
- (14) As White will take the Kt it makes no difference if he go to K2 or Kt2.
- (15) White manœuvres too much with his Q.
- (16) This sacrifice gives Black a great attack.
- (17) If P-Q5, 16 P-QR3.
- (18) Had he played Q-Q2 Black might have rejoined with R-Qsq.
- (19) Q-Kt6 is stronger.
- (20) Continued: 21 B-Q3 QxR, 22 QxB RxPch, 23 Kt-K2 (B-K2, threatening Kt-K4 is a good resource) QxRP, 24 QxKPch K-Bsq, 25 Q-K3 RxKtch, 26 QxR Q-B5ch, 27 Q-K3 QxQch, 28 KxQ P-KR3, 29 Kt-K6ch K-B2, 30 Kt-B5 R-Ksqch, 31 K-B4 P-Kt3, 32 Kt-Q7 P-KKt4ch, 33 K-B5 R-Qsq, 34 Kt-K5ch K-Kt2, 35 K-K4 K-B3, 36 Kt-Kt4ch K-Kt2, 37 B-B4 R-Q7, 38 Kt-K3 R-Kt7, 39 P-Kt4 P-Kt4, 40 B-Q5 P-Kt5, 41 P-R4 R-Q7, 42 Kt-B5ch K-Kt3, 43 K-K3 R-Q8, 44 B-K4 K-B3, 45 B-B2 R-KKt8, 46 K-B3 P-KR4, 47 PxP P-Kt6 (the decisive stroke; White must now lose a Piece, at least), 48 P-R6 PxP, 49 P-R7 R-KR3, and White resigned.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	199	200	201	202	203	204
	Chess Play's. Mag. 1867.	Chess Play's. Mag. 1867.	Cochrane's Treatise.	Chess Play's. Chron. 1861.	Lowenthal's coll. Morphy.	Chess Play's. Mag. 1866.
	Sich. Lowenthal.	Sich. Lowenthal.	Model Game.	Britten. Tomlinson.	Devinck. Morphy.	Indus. Ramchunder.
1	P-K4 P-K3					
2	P-Q4 P-B4					
3	Kt-KB3 PxP		P-QB3 PxP		P-Q5 P-Q3	B-QB4 PxP
4	KtxP Kt-QB3		PxP Kt-QB3		P-QB4 P-KKt3	Kt-KB3 B-Kt5ch
5	Kt-Kt5 (1) Kt-B3		P-B4 P-KKt3	Kt-KB3 B-Kt5ch	Kt-QB3 B-Kt2	P-B3 PxP
6	QKt-B3 P-QR3 (2)	Kt-Q6ch BxKt	Kt-KB3 B-Kt2	Kt-B3 Kt-B3	B-Q3 Kt-QR3	KtxP BxKtch
7	Kt-Q6ch BxKt	QxB Kt-B3	Kt-B3 KKt-K2	B-KKt5 P-KR3	P-QR3 (12) Kt-R3	PxB Q-B2
8	QxB Q-K2	Kt-B3 Q-K2	B-K3 Castles	BxKt QxB	KKt-K2(13) Castles	Q-Q3 Kt-QB3
9	B-KB4 Castles	B-KB4 P-K4 (6)	Q-Q2 P-Q3	P-K5 Q-B5	Castles PxP	Castles KKt-K2
10	Castles R-B2	QxQch KxQ	B-Q3 P-QR3	P-QR3 B-R4	KPxP (14) Kt-KKt5	B-R3 Castles
11	B-K2 P-QKt4 (3)	B-KKt5 P-Q3	CastQR (9) P-QKt4	P-QKt4 B-Kt3	P-R3 Kt-K4	QR-Qsq R-Ksq
12	Q-Q3 P-Q4	Kt-Q5ch K-B2	P-KKt4 Q-B2	B-K2 Castles	P-B4 KtxB	B-Kt3 Q-B5
13	PxP Kt-QKt5(4)	Kt-B7 R-QKtsq	K-Ktsq R-Ktsq	P-Kt3 Q-B4	QxKt B-B4	B-B2 Kt-Kt3
14	Q-Kt3 KKtxP	B-QB4ch K-Kt3	P-KR4 Kt-R2	Kt-QKt5 P-R3	Q-B3 Q-Kt3	B-Bsq Q-Kt5
15	KtxKt KtxKt	BxKt PxP (7)	P-R5 B-Q2	Kt-Q6 Q-Kt3	P-KKt4(15) B-B7	P-KR3 Q-R4
16	B-Q6 Q-B3	CastlesQR R-Qsq	PxP PxP	Kt-R4 Q-Kt4	Kt-Kt5 QR-Ksq	Kt-R2 QKt-K2
17	KR-Ksq B-Q2	P-B4 B-Kt5	Kt-Kt5 P-Kt5	Kt-K4 Q-Qsq	B-K3 (16) B-Q6 (17)	P-KB4 P-Q4
18	P-KB4 R-QBsq	QR-Bsq PxP	Q-R2 KR-Qsq	Castles BxP	P-Kt3 BxKt	P-K5 (19) Kt-Bsq
19	B-R5 P-Kt3	Kt-Q5 P-B6	Q-R7ch K-Bsq	R-R2 BxKP	QxB B-Q5	P-KKt4 Q-B2
20	R-Q2 Kt-Kt3 (5)	PxP B-Q2 (8)	Kt-K2 P-R4 (10)	B-R5 P-Q4 (11)	R-B3 BxR (18)	Kt-B3 P-KR3 (20)

NOTES (extracted and condensed).

(1) The first player gets here much of the attack afforded by the Szen variation of the Sicilian Opening, with the advantage of a Pawn more than his adversary.

(2) P-Q4 would have lost at least a Pawn.

(3) An indispensable move to prevent Kt-QR4, a stroke of play which might have won a Piece.

(4) Black would have been in immediate difficulties had he taken the Pawn.

(5) Continued: 21 B-K5 Q-K2, 22 P-B5 (this portion of the game is beautifully played by White; nothing can be better conceived than the present move, which must have been decisive if Black had not a resource) RxP (the only possible move), 23 BxP R-Kt4, 24 Q-R4 RxQB (being able to exchange the Queen for the minor Pieces, the second player has a way of escape), 25 QxQ RxRch, 26 R-Qsq RxRch, 27 KxR PxR, 28 Q-B6 Kt-Q4 (any attempt to save the KKtP would have rendered Black's game untenable). Black won after the 47th move.

(6) This is more showy than effective. Black's QP is so badly placed that it can never come fairly into co-operation with its prematurely advanced companion.

(7) KxB would be better.

(8) Continued: 21 KR-Ktsqch K-B2, 22 Kt-B7ch K-Bsq, 23 R-Kt8ch K-K2, 24 R-Kt7ch K-Bsq, 25 QR-Ktsq, and Black resigned.

(9) It is often proper to Castle on the Q side, especially when the adversary has Castled on his King's side. In the present case, the Pawn that is wanting on the King's side allows White the better to form his attack.

(10) Continued: 21 P-K5 (in order to mask the adverse B, and at the same time attack the KKtP, which cannot be defended) P-Q4, 22 BxP KtxB, 23 QxKt B-Bsq, 24 R-R7, and White will win.

(11) Continued: 21 R-Q2 Kt-K2, 22 Kt-Kt6 KtxKt, 23 BxKt B-B3, 24 P-B4 Q-Kt3ch, 25 Kt-B5 B-K2, 26 R-QB2 B-Q2, 27 K-Kt2 BxKt, 28 RxR QR-Bsq, 29 Q-Q4 RxR, 30 PxR Q-B3, 31 R-QKtsq R-Bsq, 32 R-QBsq P-Kt3, and wins.

(12) Losing time. The KKt had better have been brought out at once.

(13) He should first of all have taken the KKt.

(14) This gives Black some freedom. It would have been better to have taken with the BP, when Black's game would have remained decidedly cramped.

(15) An inversion of the order of this and the next move would have been more to the purpose.

(16) Badly played; allowing Black to gain such an advantage in position as must secure him the game immediately.

(17) Taking instant advantage of his adversary's weak play. After this White's game was beyond all hope.

(18) Continued: 21 Q-Q3 Kt-B2, 22 P-B5 KtxKt, 23 PxKt RxR, and wins.

(19) Q-Kt5 is also a good move.

(20) Continued: 21 Kt-R4 P-QR4 (the best move on the board, opening a square for the QR), 22 P-B5 PxP, 23 PxP Kt-B3, 24 P-K6 Q-R4, 25 P-B6 (this is, perhaps, premature, yet it certainly looks like a winning line of play) PxP, 26 RxP RxP, 27 RxKtch KxR, 28 R-Bsqch K-Ksq, 29 Q-R7 Kt-K2, 30 B-R4ch K-Qsq, 31 Q-R8ch (this is better than checking with R) K-B2, 32 B-B4ch K-Kt3, 33 R-Ktsqch K-R2, 34 Q-Q4ch P-Kt3, 35 B-B7 R-Ktsq (checking with Queen would be inferior), 36 BxRch KxB, 37 RxPch K-Rsq, 38 R-Kt5 (better than exchanging Rooks) R-K8ch, 39 K-R2 Q-K4ch, 40 QxQ RxQ, 41 RxRPch K-Ktsq, 42 Kt-B3 R-K7ch (this game abounds throughout with critical and perplexing situations for either player), 43 K-Kt3 RxP, 44 R-Kt5ch K-B2, 45 B-Kt3 R-QKt7, 46 Kt-Q4 R-Q7, 47 BxP KtxB, 48 RxKt R-Q6ch, 49 K-B4 RxRP, drawn game.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	205	206	207	208	209	210
	Chess Play's. Mag. 1866.	Games of '62 Congress.	Chess Play's. Chron. 1854.	Games of '62 Congress.	Games of '62 Congress.	Games of '62 Congress.
	Mocatta. Steinitz.	Harris. Green.	Allix. M. de Rives.	Harris. Green.	Chinnery. Green.	Mackenzie. Anderssen.
1	P-K4					
	P-K3					
2	P-Q4					
	Kt-QB3					P-Q3
3	Kt-KB3		Kt-QB3	B-K3 (9)	P-KB4	Kt-KB3
	P-QKt3	P-Q4	B-Kt5	P-Q4	P-Q4	P-B4 (21)
4	P-B4	P-K5	B-K3	P-K5	P-K5	PxP
	B-Kt2	B-Q2 (3)	Q-R5 (7)	P-KKt3	P-KKt3	Q-R4ch
5	B-Q3	B-K3	B-Q3	B-Q3	Kt-KB3	Kt-B3
	Kt-R3	B-Kt5ch	Kt-B3	B-Q2	Kt-R3	QxBP
6	Kt-B3 (1)	Kt-B3	Kt-B3	P-KB4 (10)	P-B3	B-K3
	Kt-B2	KKt-K2	Q-Kt5	Kt-R3	B-Kt2	Q-QR4
7	Castles	B-Q3	P-K5	P-B3	B-Q3	B-QB4
	P-Kt3	Kt-B4	Kt-Q4	B-Kt2	Kt-K2	Kt-QB3
8	B-K3	BxKt	Castles	Kt-KR3(11)	Castles	Castles
	B-Kt2	PxB	KtxKt	Q-K2	B-Q2	P-QR3 (22)
9	Q-Q2	B-Kt5	PxKt	Kt-Q2	Q-B2	Kt-KKt5
	Castles	Kt-K2	BxP	CastlesQR	QKt-B4	Kt-Qsq
10	P-K5	Castles	R-Ktsq	Kt-Kt3(12)	P-KR3	P-B4
	R-Bsq	BxKt	P-QKt3	P-Kt3	Q-K2	Kt-KB3
11	Kt-K4	PxR	P-KR3	P-R4	Kt-R3	P-B5 (23)
	Kt-K2	Castles	Q-R4	Kt-B4	CastKR(16)	PxP
12	Kt(B3)-Kt5	R-Ksq	B-K4	B-KB2	P-KKt4	PxP
	KtxKt	B-K3 (4)	B-Kt2	KR-Bsq	Kt-R5	BxP
13	BxKt	Q-Q3	Q-Q3	P-Kt3	Kt-KKt5	Kt-Q5
	BxKt	Q-Q2	B-R4	P-KR3	Kt-B2	KtxKt
14	BxB	BxKt	Kt-Kt5	P-R5	Kt-B3 (17)	BxKt
	Q-Ksq	QxB	CastlesQR	B-Ksq	KtxKtch	B-Kt3
15	P-KKt4	Kt-Q2	P-R3	Kt-Ktsq(13)	RxKt	Q-B3
	P-B4	P-B5 (5)	QR-Bsq	P-KKt4	B-R3 (18)	R-Bsq
16	QR-Bsq	P-B4	B-B3	Kt-B3	P-Kt5 (19)	QR-Qsq(24)
	PxP	PxP	RxB	B-R4	KtxKtP	K-Q2 (25)
17	QxP	KtxP	KtxR	P-R3	R-Kt3	P-QKt4
	Kt-B3	P-B6	Kt-K2	PxP	Kt-K5	QxKtP
18	BxKt	PxP	Kt-Q2	BxKt	R-Kt4	R-Ktsq
	RxB	R-B5	BxKt	PxP (14)	B-B3	Q-B6
19	B-B6	R-K4	BxB	BxKtP	B-K3	Q-Kt4ch
	BxB	QR-KBsq	Kt-B4	RxB	R-B4	K-Ksq
20	PxB	RxR	P-Kt4	Castles	Q-Kt2	B-Q4
	P-K4 (2)	RxR (6)	Q-Kt3 (8)	QR-Bsq(15)	QR-KB1(20)	Q-R4 (26)

NOTES (extracted and condensed).

- (1) BxKt is much stronger, although it gives an open file to the hostile Rook.
- (2) Had Black played R-B4, threatening the move in the text, he might perhaps have improved his position. The game was drawn at the 44th move.
- (3) This may here be played with perfect safety. P-KKt3, however, is generally preferred.
- (4) Black is well versed in all the phases of the defence, and on this occasion acquires a very favourable position.
- (5) This gives Black a fine attack.
- (6) Continued: 21 K-Rsq Q-B2 (Q-R5 is, perhaps, stronger), 22 Kt-Q2 B-Q4, 23 K-Kt2 Q-R4, 24 R-Rsq Q-Kt5ch, 25 K-Bsq BxBP, 26 KtxB QxKt, 27 QxQ RxB (Black's attack is now over, White still maintaining the Pawn). Black won after the 51st move.
- (7) This sortie of the Queen may occasionally be ventured in games at odds, but it rarely yields much advantage.
- (8) Continued: 21 P-QB4 P-KR4, 22 P-Kt5 P-R5, 23 P-B4 Q-R4 24 P-Q5 Kt-Kt6, 25 R-B3 PxP, 26 PxP Q-B2, 27 RxBt PxR, 28 QxP QxQP, 29 Q-R2 Q-Q5ch, and wins.
- (9) B-Q3 is the orthodox move.
- (10) P-KR4 is more attacking.
- (11) Kt-B3 is preferable.
- (12) P-B5 is much better play, and would lead to a more animated game.
- (13) Feeble; he should rather have pushed the attack on the Q side.
- (14) Correctly played; this move wins the game.
- (15) Continued: 21 QKt-Q2 Q-B2, 22 K-Kt2 KtxRP, 23 Q-K2 Kt-B5, 24 R-B2 (P-Kt3 would have been better) KtxKt, 25 Q-R6ch K-Qsq, 26 B-R4ch B-B3, 27 BxBch RxB, 28 PxR QxP, 29 Q-K2 R-Ktsqch, 30 K-Rsq BxKtch, 31 RxB QxRch, 32 QxQ KtxQ, 33 R-KBsq R-Kt6, 34 P-R4 K-K2, and White resigned.
- (16) The opening is very carefully played on both sides.
- (17) He has nothing stronger; Q-B2 would lose a Piece, at least.
- (18) Having a view to play Kt-Kt4, and subsequently Kt-K5.
- (19) Evidently an oversight.
- (20) The game is now extremely difficult for both players. It was continued: 21 R-KBsq R(B4)-B2 (this appears a loss of time), 22 P-B4 K-Rsq, 23 PxP PxP, 24 BxKt PxP, 25 Q-Kt3 P-KKt4, 26 Kt-B2 B-Q2, 27 P-B5 RxB (BxP would, we believe, have been better, e.g.: BxP, 28 BxP BxR, 29 BxQ RxBch, and wins; there are several other variations, but Black always seems to get the advantage). Black won after the 50th move.
- (21) Of all the defences to the P and move this appears the most objectionable, and we can only account for Black's choice of it by supposing he preferred running all risks in order to deprive his adversary of benefit from book knowledge.
- (22) It is not often the defending player has so wretched a position thus early in the game, even when giving the odds of Pawn and two moves. He has now to avert or provide for a threatened attack upon his QP, while the danger to his KP is scarcely less imminent.
- (23) He judiciously gives up a Pawn here, because, in doing so, he adds to the perplexities of Black's embarrassed situation.
- (24) B-Q4, or even P-QKt4 seems far more to the purpose.
- (25) B-K2, &c. would be much better.
- (26) Continued: 21 QR-Ksqch B-K2, 22 QxR QxB, 23 B-Kt6, winning.

ODDS OF PAWN AND MOVE. Remove Black's KPB in each game.

White's moves are above the rules, Black's below.

211	212	213	214	215	216
Chess Play's. Mag. 1867.	Chess Play's. Mag. 1867.	Era 1866.	Chess Play's. Chron. 1861.	Chess Play's. Mag. 1866.	Chess Player, Vol. III.
Fraser. Steinitz.	Fraser. Steinitz.	Green. Dubois.	Mackenzie. Anderssen.	Kempe. Dubois.	Wayte. Horwitz.
1 P-K4 P-K3					
2 P-Q4 Q-K2		P-KKt3 (6)			
3 B-Q3 Kt-QB3		Kt-KB3 P-B4	Kt-QB3 B-Kt2	P-KB4 P-Q4	B-Q3 P-B4
4 Kt-KB3 Kt-Qsq	P-QKt3	Kt-B3 PxP	Kt-B3 Kt-K2	P-K5 P-B4	P-KR4 PxP
5 Castles Kt-B2	Castles B-Kt2	QxP Kt-KB3	B-Q3 P-Q4	B-Kt5ch(9) Kt-QB3	P-R5 (12) B-Kt2
6 P-B4 P-KKt3	P-Q5 (3) Kt-Qsq (4)	B-KKt5 B-K2	B-K3 QKt-B3	Kt-KB3 PxP	PxP P-KR3
7 Kt-B3 B-Kt2	B-KKt5 Q-B2 (5)	P-K5 Kt-B3	Q-Q2 P-QR3	QxP KKt-K2	P-KB4 Kt-QB3
8 B-B4 P-Q3	Kt-K5, and wins.	Q-Q2 Kt-KR4	CastlesKR Castles	Castles Kt-B4	P-K5 (13) P-Q3
9 P-B5 Kt-B3 (1)		BxB QxB	PxP PxP	Q-R4 Q-Kt3ch	PxP QxP
10 PxP PxP		Kt-K4 Castles	P-KR3 BxRP	K-Rsq P-KR4	Q-B3 B-Q2
11 R-Bsq Castles		B-K2 R-B4	Kt-KKt5 B-Kt5	P-B4 P-R5	Kt-Q2 Castles (14)
12 Q-Q2 B-Q2		P-KKt4 RxKt (7)	P-B3 B-Q2	Kt-Kt5 B-Q2	Kt-K4 Q-Kt5ch
13 KR-Ksq Kt-R4		BxR KtxP	Q-B2 Kt-B4	PxP PxP	K-B2 P-K4
14 B-K3 P-QR3		B-K2 Kt-Kt2	BxKt BxB	P-K6 Kt-Kt6ch ¹⁰	P-R3 Q-Bsq
15 P-QR4 QR-Bsq		Q-Q6 QxQ	P-B4 Q-Q3	PxKt PxPch	Kt-K2 Kt-B3 (15)
16 P-R5 Kt-Qsq		KtxQ Kt-B2	Kt-K2 QR-Ksq	Kt-KR3 BxP	KtxKt QxKt
17 B-Ktsq Kt-QB3		KtxKt KxKt	P-B3 Q-K2	P-B5 BxP	P-B5 Kt-K2
18 B-R2 K-Rsq		CastlesQR P-Q4	Resigns.	R-Ksqch K-B2	P-KKt4 KR-Bsq
19 Kt-QR4 P-K4		P-KB4 B-Q2		B-K3 B-B4	B-K4 (16) B-B3
20 Kt-Kt6 QR-Ksq (2)		K-Ktsq B-B3 (8)		Q-Kt3 B-K5 (11)	BxB PxP (17)

NOTES (extracted and condensed).

(1) Black prefers developing his game to the capture of the P, though the danger likely to arise from White's menaced advance of the QKt does not seem to be insurmountable.

(2) Continued: 21 P-Q5 Kt-Ktsq (he could not have played Kt-Qsq, as White's reply of R-B7, followed, in case of Kt-KB3, by B-Kt5, would have won a Piece), 22 R-B7 Kt-B5, 23 BxKt RxB, 24 B-Kt3 RxB, 25 PxR Q-R5 (a good counter move, arresting White's attack on the other wing), 26 P-B4 B-R3, 27 KtxB BxP, 28 Q-B3 KtxKt, 29 P-R3 (it is clear he could not safely take Kt with R, on account of the menaced Q-Kt5ch) Kt-B4, 30 B-Qsq R-KBsq, 31 RxB PxB, 32 B-Kt4 Q-K2, 33 R-Qsq K-Kt2, 34 Q-Ksq P-R4, 35 B-K6 K-R3, 36 R-Q3 P-B5, 37 R-Qsq R-Qsq, 38 Q-B3 Q-Kt4ch, 39 K-Rsq Q-R5, 40 Q-B3 R-KBsq, 41 R-KKtsq Q-K2, 42 Q-Kt2 P-KKt4, 43 P-B3 P-R5, 44 Q-K2 Q-B4, 45 R-Qsq P-B6, 46 PxP QxBP, 47 B-Kt4 QxRP, 48 P-Q6 Q-B4, 49 Q-QR2 K-Kt2, 50 B-R5 P-Kt5, 51 BxP P-Kt4, 52 B-R5 Q-B5, 53 R-KKtsqch K-R3, 54 Q-KKt2 B-Kt6, 55 B-Kt4 Q-Q5, 56 P-Q7 P-Kt5, 57 R-QBsq P-Kt6, 58 Q-K2 Q-Kt3, 59 R-Qsq B-B5, 60 Q-QKt2 K-Kt2, 61 B-B5 K-B2, 62 R-Q3 Q-Kt4, 63 QxPch QxQ, 64 RxQ P-R4, 65 R-Kt5 K-K2, 66 RxRP R-QKtsq, 67 R-R2 B-K6, 68 R-K2 R-Kt8ch, 69 K-Kt2 B-Q5, 70 R-QB2 R-Kt7, 71 RxR BxR, 72 P-B4 PxP, 73 K-B3 B-B3, 74 KxP K-Qsq, 75 P-K5 B-K2, 76 P-K6 K-B2, 77 B-Kt4 K-Qsq, 78 K-B5 K-B2, 79 K-Kt6 K-Qsq, 80 K-B7 (in parts of this game White shows more vigour and energy than he does in the rest of the match of which it is a part) B-R6, drawn game.

(3) P-K5 is stronger.

(4) PxP would be much better.

(5) An oversight, which makes matters irredeemable.

(6) This was a favourite defence with the old school, but they generally followed it up with P-B3, and then P-Q4.

(7) By giving up Rook for a Knight and Pawn, Black contrives to escape from the attack.

(8) Continued: 21 KR-Ksq R-KBsq, 22 R-KBsq K-K2, 23 P-KR4 P-KR4, 24 PxP KtxP, 25 BxKt PxB, 26 P-B3 B-Kt4, 27 KR-Ksq K-Q3 (RxP is probably stronger), 28 R-Q4 B-Ksq, 29 R-Ktsq R-B3, 30 K-Bsq P-Kt4, 31 K-Q2 P-R4, 32 K-K3 P-R5, 33 P-R3 B-Kt3, 34 R-Kt5 K-B4, 35 R-Qsq B-B4, 36 R(Qsq)-KKtsq R-R3, 37 RxB PxR, 38 R-Kt5 (Mr. Harrwitz, who happened to look on at this game, was of opinion that K-Q3 would have been better) K-B5, 39 RxBP R-Q3, 40 RxRP K-Kt6, 41 K-Q4 KxKtP, 42 RxP R-QKt3, 43 K-B5 R-KB3, 44 P-B5 (K-Kt4 is, perhaps, preferable) KxRP, 45 KxP K-Kt6, 46 P-B4 P-R6, 47 R-Q3ch (this check looks rather like lost time) K-Kt7, 48 P-B5 RxP, 49 K-Kt6 P-R7, 50 R-Q2ch K-Kt6, 51 R-Qsq (if he take the Pawn instead, the game is equally drawn) R-R4, 52 P-B6 RxP, drawn game.

(9) This only weakens White's game.

(10) The sacrifice here is quite sound, and leads to a speedy finish.

(11) Continued: 21 K-Ktsq RxB, 22 PxR Kt-Q5, 23 R-KBsqch K-Ktsq, 24 Q-Qsq Kt-K7ch, 25 QxKt BxBch, 26 R-B2 BxRch, 27 K-Bsq P-Kt7 mate.

(12) White loses no time.

(13) To prevent Black from bringing his QB into play.

(14) Castling just now is very hazardous, particularly on the Q side.

(15) PxP would have been better.

(16) White loses no opportunity of attacking.

(17) Continued: 21 BxP BxB, 22 RxB Q-Kt4, 23 R-R7 Kt-Q4, 24 P-B3 P-K5, 25 QxP QxP(Kt3), 26 QR-Rsq QR-Ksq, 27 QxP RxPch, 28 PxR QxPch, 29 K-Ksq Q-Kt8ch, 30 K-B2 Q-B4ch, drawn game.

ODDS OF A WN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

217	218	219	220	221	222
Chess Play's. Chron. 1847.	Chess Play's. Chron. 1854.	Souvenir Bristol C. C.	Chess Player, Vol. III.	Walker's Studies, 1844.	Automaton Games.
P— Slous.	Donaldson. Staunton.	Rev. H. B. Williams.	Drew. Lowenthal.	Bruhl. Verdoni.	Miss H. Automaton.
1 P-K4 P-K3					
2 P-KB4 P-Q4					
3 P-K5 P-B4					
4 P-B3 Kt-QB3	P-Q4 Kt-QB3	Kt-KB3 Kt-QB3	Kt-KB3 Pxp	Pxp Pxp	P-KR4 Kt-B3
5 Kt-B3 Kt-R3	B-Kt5 Q-R4ch	B-K2 B-K2	KtxP Kt-B3	B-Kt3 B-K3	Kt-B3 P-Q4
6 P-Q4 Q-Kt3	Kt-QB3 PxP	Castles Kt-R3	B-K3 Kt-B2	Kt-KB3 P-KR3	P-K5 Kt-B4
7 B-Q3 PxP	BxKtch PxB	P-B3 Q-Kt3	B-B4 Q-Kt3	P-Q4 Kt-Q2	P-Q4 PxP
8 KtxP KtxKt	QxP B-B4 (4)	K-Rsq P-B5	B-Kt3 B-B4	Kt-K5 KtxKt	PxP Q-Kt3
9 PxKt B-K2	Q-R4 Q-Kt3	P-QKt3 PxP	P-B3 P-QR4	BPxKt Q-Q2	P-KKt4 KKtxQP
10 P-QKt3 (1) B-Kt5ch	Kt-R3 Kt-K2	Pxp Castles	Q-Q2 (9) P-R5	Castles Castles	B-Q3 KtxKtch
11 K-K2 Castles	B-Q2 R-QKtsq	P-Q4 B-Q2	B-Qsq Kt-Q3	B-K3 Kt-B4	QxKt B-K2
12 B-K3 B-K2	Kt-Qsq Castles	B-Q3 P-Kt3	KtxKt BxB	B-B2 B-K2	P-Kt3 B-Kt5ch
13 Kt-B3 B-Q2	KKt-B2 B-R3	Q-B2 K-Kt2	QxKt KtPxKt	Kt-Q2 P-KKt4	Kt-Q2 Castles
14 R-QBsq QR-Bsq	Q-Kt3 Q-B2	P-QKt4 QR-Bsq	P-QKt4(10) B-B8	P-B3 QR-Ktsq	P-R3 KtxP
15 Q-B2 R-QB3	Q-KR3 Kt-B4 (5)	Q-K2 P-R3	B-R5ch P-Kt3	B-B2 P-KR4	Q-K2 BxKtch
16 BxPch K-Rsq	P-B3 Q-Kt3	B-K3 Kt-R2	P-B5 (11) PxP	Kt-Kt3 P-Kt5	BxB KtxBch
17 KR-Ktsq(2) RxKt	P-KKt4 BxKtch	R-R2 Kt-Kt4	P-B6 Q-K6ch	BxKt BxB	QxKt B-Q2
18 QxR KxB	KtxB QxP	R-QB2 P-R4	K-Qsq K-Qsq	Q-K2 P-R5	P-R4 B-B3
19 Q-Q3ch Kt-B4	R-QBsq Kt-R3	Pxp QxRP	P-B7 Q-R3	B-K3 B-K3	R-KBsq Q-Qsq
20 P-QR4 K-Ktsq (3)	Kt-Q3 (6) Q-Kt4 (7)	Q-Q2 KtxBP (8)	R-Bsq R-Bsq (12)	B-B4 P-Kt6 (13)	Q-R3 Q-B3 (14)

NOTES (extracted and condensed).

- (1) A slip, enabling Black to win a P, or compel the K to be displaced.
- (2) Another fault. He should have retreated the B.
- (3) Continued: 21 P-KKt4 KtxB, 22 KxKt B-Ksq, 23 R-B8 B-Q2, 24 RxRch KxR, 25 P-B5 B-KKt4ch, 26 K-B3 Q-Kt5, 27 P-R4 Q-Q7, 28 QxQ BxQ, 29 R-KBsq B-B6, 30 K-B4 (why not, rather, to K3?) BxQP, 31 R-Qsq B-B6, 32 R-QBsq P-Q5, 33 K-K4 B-B3ch, 34 K-Q3 K-B2, 35 P-B6 (intending, if Black took the P, to play R-Bsq) B-Q4, 36 P-Kt4 P-R3, 37 P-KKt5 P-Kt4, 38 P-Kt6ch K-Ktsq, 39 P-B7ch (his best chance perhaps was to take QKtP with P, and then push on with the KRP) K-Bsq, 40 R-KKtsq B-B5ch, 41 K-K4 P-Q6, 42 P-KR5 P-Q7, 43 R-Qsq (better surely to have advanced the KRP) B-K7, 44 K-K3 BxR, 45 K-Q3 BxRP, 46 KxB P-Q8(Q), and wins.
- (4) Already Black has an advantage in position, more than equivalent for the odds given.
- (5) White is now struggling at a fearful disadvantage. While the adversary has every Piece in active play, his two Rooks, for the service they have done, might almost as well have never been upon the board.
- (6) Bad enough indeed; but what was he to do?
- (7) Continued: 21 P-B4 PxP, and wins.
- (8) Continued: 21 KtxKt B-Kt5, 22 KR-Bsq RxKt, 23 RxR R-Bsq, 24 P-B5 (this unlooked-for move completely changes the aspect of affairs, and secures the game for White) KtxP, 25 BxKt KPxB, 26 B-R6ch K-B2, 27 Q-Kt5 B-K2, 28 P-K6ch BxP, 29 Kt-K5ch K-Ksq, 30 RxRch BxR, 31 RxBch B-Qsq, 32 QxBch QxQ, 33 RxQch, and Black resigned.
- (9) A necessary move, to enable White to retire B to Qsq, as well as to defend his QKtP.
- (10) Defending and attacking at the same time.
- (11) Beautifully played.
- (12) Continued: 21 P-Kt5 (again White played with great skill) PxP, 22 R-B6 R-R3 (if Q-Kt2 at once White would have taken KP and won easily), 23 Q-Kt4 Q-Kt2, 24 KxB RxP, 25 RxR QxR, 26 Kt-Q2 Q-B5, 27 K-B2 R-Q3, 28 Kt-B3 B-Kt2, 29 R-Ksq K-B2, 30 Kt-Q4 BxPch, 31 K-Kt2 Q-Q7ch, 32 K-R3 QxR, 33 KtxKtPch K-B3, 34 Kt-R7ch, drawn game.
- (13) Continued: 21 P-KR3 BxP, 22 PxB QxP, 23 R-B3 R-R2, 24 Kt-Q2 Q-Kt5, 25 Q-K3 Q-R6, 26 Kt-Bsq R-B2, 27 P-K6 R-B4, 28 P-B4 R(Ktsq)-Bsq, 29 PxP Q-Kt5, 30 P-Q6 PxP, 31 Q-B3ch K-Ktsq, 32 R-Bsq P-R3, 33 Q-B8ch K-R2, 34 R-Kt3 R-QKt4, 35 RxR Q-B6, 36 B-K3 B-Kt4, 37 QxPch QxQ, 38 RxQch KxR, 39 BxB P-Kt7, 40 BxP PxKt(Q)ch, 41 RxQ, and wins.
- (14) Continued: 21 R-Qsq P-K4, 22 P-B5 P-Q5, 23 P-Kt5 Q-Q3, 24 P-KR5 B-Q2, 25 Q-KB3 P-K5, 26 Q-Kt4 Q-Q4, 27 P-Kt6 P-KR3, 28 B-Kt4 RxP, 29 RxR BxR, 30 Q-B4 P-R4, 31 B-Q6 P-Q6, 32 R-Q2 P-K6, 33 R-QKt2 Q-R8ch, 34 Q-Bsq P-Q7ch, 35 RxP PxRch, 36 KxP QxQ, and wins.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	223	224	225	226	227	228
	Games of '62 Congress.	Games of '62 Congress	Chess Play's. Chron. 1855.	Chess Play's. Chron. 1855.	Chess Play's. Mag. 1866.	Chess Player, Vol. IV.
	Green. Anderssen.	Green. Anderssen.	Green. Horwitz.	Green. Ranken.	Indus. Ramchunder.	F. Szen.
1	P-K4 P-K3					
2	Kt-QB3 P-B4		P-KKt3	B-Kt5	Kt-QB3	Kt-KB3 P-Q4
3	Kt-B3 Kt-QB3		P-KR4 B-Kt2	Kt-B3 P-Q4	P-Q4 Q-B3 (14)	P-K5 P-B4
4	P-Q4 P×P		P-Q4 P-Q3	P×P P×P	P-K5 Q-B2	P-Q4 Kt-QB3
5	KtxP Kt-B3	P-Q3	B-KKt5 Kt-K2	P-Q4 Kt-KB3	P-B4 B-Kt5	B-QKt5 Q-Kt3
6	KKt-Kt5 P-QR3	B-QB4 KtxKt	Kt-B3 P-KR3	B-Q3 B-Kt5	Kt-B3 BxKtch	BxKtch P×B
7	Kt-Q6ch BxKt	QxKt B-Q2	B-K3 P-Kt3	Q-K2ch(12) Q-K2	P×B P-KR3	P-B3 B-R3
8	QxB Q-R4	B-K3 Q-R4	B-Q3 B-Kt2	QxQch KxQ	B-Q3 KKt-K2	P-QKt3 P×P
9	B-Q3 Q-R4	P-QR3 (4) Kt-B3	P-R5 P-KKt4	Kt-K5 B-K3	P-B4 P-QKt3	P×P P-B4
10	B-K3 Kt-KKt5	P-QKt4 Q-B2	Q-Q2 Kt-Q2	B-KKt5 Kt-B3	B-K4 B-Kt2	B-K3 P-B5
11	B-K2 Q-Kt3	Kt-Kt5 (5) Q-B3 (6)	BxP P×B	KtxKt P×Kt	Castles CastlesQR	Kt-B3 B-Kt5
12	B-B5 KKt-K4	R-Qsq (7) P-QR3	QxP B-KR3	CastlesKR K-Q2	P-Q5 (15) Kt-QKtsq	B-Q2 BxKt
13	CastlesQR P-Kt4	KtxPch (8) BxKt	Q-Kt4 Kt-KBsq	BxKt P×B	B-R3 P×P	BxB Kt-K2
14	P-B4 Kt-B2	QxB QxB	P-K5 Q-Q2	P-B4 QR-KKtsq	BxKt P×B	P-QKt4 CastlesKR
15	Q-Q3 Q-B3	B-B5 QxKPch	B-Kt5 (9) P-B3	P-B5 B-B2	BxR P×Kt	Castles Kt-B4
16	KR-Bsq R-QKtsq	K-Bsq CastlesQR	Kt-K4 P×B	Kt-K2 B-Q3	B-R4 QxKBP	P-QR4 Q-Qsq
17	P-K5 (1) Q-R3	K-Ktsq B-B3	Kt-B6ch K-Qsq	Kt-B4 R-Kt5	B-Kt3 Q-K6ch	P-Kt5 B-Kt2
18	K-Ktsq P-Q4 (2)	Resigns.	KtxQ KxKt	Kt-K6 KR-KKtsq	R-B2 P×P	P-R5 Kt-R5
19	P×P en pas B-Q2		P×P R-KKtsq	R-B2 P-KR4	Q-Q3 Q-B4	KtxKt QxKt
20	R-B3 P-K4 (3)		P×Kt (10) R×Q (11)	P-B4 R-R5 (13)	R-Qsq (16) R-Ksq (17)	P-Kt3 (18) Q-R6 (19)

NOTES (extracted and condensed).

- (1) White has played well, and has now an excellent position.
- (2) Black voluntarily sacrifices a Pawn, for the purpose of freeing his cramped game; and, as the result proved, the measure was a judicious one.
- (3) Continued: 21 P-B5 Castles, 22 Kt-K4 (very well played) Kt-Kt4 (a singular error on the part of Black, and one that should have proved fatal). White ultimately resigned, after upwards of fifty moves.
- (4) No doubt made for the purpose of dislodging the Queen from her present position. White, however, should have Castled on the King's side.
- (5) Apparently a good move, but not so in reality, as the progress of the game will clearly show.
- (6) The Queen now occupies a very good position.
- (7) Hastily played; White must have otherwise perceived that, by this move, a Piece is unnecessarily sacrificed. In the circumstances, we should prefer playing P-QR4, which is, in fact, the only move to avoid the loss of a Piece.
- (8) White sacrificed the Piece, under the supposition that the attack he obtained would be decisive. He evidently overlooked the resource at Black's command, namely, Castling on Queen's side.
- (9) All these moves are well conceived. Black must have a bad game now.
- (10) White is not compelled to give up his Queen thus, but prefers doing so because he practically obtains three minor Pieces in exchange for her, having previously had a Queen against two Bishops and a Knight, and also remains with several Pawns ahead.
- (11) Continued: 21 PxKt(Kt)ch K-Q3 (were the newly made Kt taken White would evidently win the exchange), 22 Kt-Kt6 RxKtP, 23 K-K2 (White should have brought in his Kt from Kt6 to K5) R-Kt5, 24 R-R4 RxR, 25 Kt(B3)xR R-QBsq (White's Pieces being so far removed from his left wing Black is enabled to make this diversion), 26 P-QB3 P-Kt5, 27 Kt-K5 B-R3ch, 28 K-Ksq PxP, 29 PxP (clearly White would gain nothing by Kt-B7ch) B-KKt2, 30 P-R6 (this seems to be premature) BxKt, 31 PxBch KxP, 32 P-R7 B-Q6, 33 R-Qsq BxP, 34 R-Q7 B-K5, 35 P-B3 B-Q4, 36 RxP RxP, 37 R-R6 (to have moved on his K, or to have released his Kt would have been much better) R-B5, 38 P-B4ch KxP, 39 RxP K-Kt4, 40 Kt-B3ch BxKt, 41 RxP, and Black ultimately won.
- (12) The exchange of Queens at an early stage rarely turns out well for the receiver of these odds, or of Pawn and two.
- (13) Continued: 21 P-KKt3 BxKt, 22 PxBch K-K2, 23 P-B5 (this leads to no ultimate good, nor does B-R7 yield any advantage, if Black reply to it with due care, e.g., 23 B-R7 R-Kt2, 24 P-B5 B-B5, 25 R-Ksq [if R-Kt2, then B-K6ch] B-R3, &c.; indeed, Black's play on this, as on most other occasions, deserves commendation for its depth and soundness). Black won after the 36th move.
- (14) Though rarely adopted at these odds, this move affords the defence considerable resource.
- (15) This combination wins the exchange, but at cost of two valuable Pawns.
- (16) This confines the Kt, and is much stronger than R-Ksq.
- (17) Continued: 21 Q-Kt6 R-K2, 22 B-R4 RxP, 23 QxP(Kt7) B-B3, 24 QxRP K-Kt2, 25 B-B6 R-K7, 26 Q-B4 R-K5, 27 Q-Q2 RxP, 28 P-B3 P-Q3, 29 B-Q4 Q-KR4, 30 Q-Q3 R-R5, 31 R-Ksq Kt-Q2, 32 Q-K2 Q-R5, 33 Q-K7 Rx13 (an excellent stroke of play; by giving up a second exchange Black is enabled to win the game). Black won after the 61st move.
- (18) P-R6 would have been much better play, confining the QR.
- (19) Continued: 21 P-B4 R-B4, 22 R-R3 R-R4, 23 R-B2 R-QBsq (well played). Black won after the 34th move.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

229	230	231	232	233	234
Chess Play's. Chron. 1860.	Walker's Studies, 1844.	Chess Play's. Chron. 1843.	Cochrane's Treatise.	Automaton Games.	Automaton Games.
Jennings. Philidor.	Leycester. Philidor.	Mongredien. Staunton.	Model Game.	S. Automaton	L . . . x. Automaton
1 P-K4 P-B4 (1)			P-KKt3		
2 Q-R5ch P-KKt3		P-QB3 Kt-QB3	P-Q4 B-Kt2 (11)	P-QB3 P-K4	B-B4 P-K3
3 QxBP Kt-QB3		P-Q4 PxP	P-KR4 P-K4	P-Q4 B-Kt2	B-Kt3 P-B4
4 Q-K3 (2) P-K4	P-QB3 P-K4	PxP P-Q4	P-QB3 Kt-K2	P-Q5 P-Q3	P-QB3 B-Kt2
5 B-B4 Kt-B3	Q-K3 Kt-B3	P-K5 B-B4	PxP (12) BxP	P-QB4 Kt-KB3	Kt-B3 Kt-K2
6 Kt-QB3 (3) Kt-Q5	P-KR3 P-Q4	B-Q3 Q-Q2	P-KB4 B-Kt2	Kt-Q2 Castles	P-Q3 Castles
7 B-Kt3 B-B4	PxP KtxP	BxB QxB	B-B4 QKt-B3	B-Q3 Kt-R3	B-K3 P-Kt3
8 Q-Kt5 P-Q3	Q-K2 Kt-B5	Kt-QB3 P-K3	P-R5 P-Q3	P-QR3 Kt-R4	QKt-Q2 P-Q4
9 P-Q3 B-K3	Q-B3 B-R3	Kt-B3 B-Kt5	Kt-KR3(13) BxKt	Kt-K2 B-Kt5	P-K5 B-QR3
10 B-K3 (4) BxB	B-Kt5 Castles	P-QR3 BxKtch	RxB Q-Q2	Castles Kt-B5	B-B2 QKt-B3
11 BxKt PxP	Q-K4 B-B4	PxB KKt-K2	Q-Kt3 (14) Kt-R4	P-B3 KtxB	Kt-Kt5 Q-Q2
12 RPxB PxKt	Q-B4ch K-Rsq	Castles Kt-Kt3	B-B7ch K-Bsq	PxB RxRch	QKt-B3 KtxP
13 PxP BxPch	Q-Bsq B-Q6	Kt-Kt5 (8) P-KR4 (9)	Q-Q6 QxQ	QxR P-B3	KtxKt BxKt
14 K-K2 B-Kt3	BxB KtxBch	P-KB4 CastlesQR	BxQ QKt-B3	Kt-KB3 Q-Kt3ch	P-Q4 B-Q3
15 Kt-R3 Castles (5)	K-K2 RxPch	KtxP QxKt	P-KKt4 Kt-Qsq	K-Rsq Kt-B7ch	P-KR4 Kt-B4
16 KR-KBsq Q-K2	QxR KtxQ	P-B5 Q-Ksq	B-Kt3 Kt(K2)-B3	K-Ktsq KtxKtPch	P-KKt4 KtxB
17 Kt-B4 QR-Ksq	KxKt Q-Q6	PxKt QxKtP	Kt-R3 P-QR3	K-Rsq Kt-B7ch	PxKt PxP
18 P-R4 Q-K4	Kt-K2 R-KBsqch	Q-Kt3 R-Q2	B-K3 Kt-B2	K-Ktsq KtxPch	B-Q3 B-Kt6ch
19 Kt-R3 QxBP	K-Ksq P-K5	B-K3 P-R5	Castles K-K2	K-Rsq Kt-B7ch	K-Q2 BxB
20 QR-Bsq P-Q4 (6)	R-Bsq RxRch (7)	P-R3 Q-R4 (10)	P-Kt5 KR-Bsq(15)	K-Ktsq Kt-Q6ch(16)	KxB Q-Kt4ch(17)

NOTES (extracted and condensed).

(1) Seldom played now. It is scarcely to be commended, for although it enables Black to free his Pieces at once, it entails the sacrifice of a second P. With correct after play this numerical superiority of force should give the victory to White.

(2) Modern analysis has shown Q-B4 to be the correct move.

(3) Not good, since it allows Black to obtain a very favourable game by 6 Kt-Q5, followed by 7 B-B4. The proper course is 6 P-QB3.

(4) Again played without sufficient consideration; this loses a Piece. 10 BxB was the correct move.

(5) Black, with a Piece ahead and the preferable position, has an easy game before him.

(6) Continued: 21 P-R5 PxKP, 22 PxKtP PxQPch, 23 K-Qsq B-K6, 24 PxRPch K-Rsq, 25 Q-Kt8ch KtxQ, 26 PxKt(Q)ch KxQ, 27 RxRch KxR, 28 PxP Q-Q7 mate.

(7) Continued: 21 KxR Q-B7, 22 K-Ksq Kt-K4, 23 Kt-R3 Kt-Q6ch, 24 K-Bsq Q-Q8 mate.

(8) Very finely played; threatening, if Black CastlesKR, to win the Queen by P-Kt4.

(9) The only safe mode of preserving the KP.

(10) Continued: 21 P-B4 Kt-R4, 22 Q-Kt4 KtxP, 23 P-K6 (the attack throughout is admirably sustained) R-Q3, 24 R-B7 P-QKt3, 25 Q-Kt5 KtxB (this is mere desperation; Black could not save the game), 26 Q-R6ch K-Qsq, 27 Q-Kt7, and Black resigned.

(11) Not good, as the game must necessarily be very much crowded if White plays properly.

(12) You take this P because Black, being obliged to retake with his Bishop, enables you to gain a move, by P-KB4. [Mr. Staunton, in "Chess Player's Chronicle," 1842, urges, however, it would have been better play to maintain the Pawn in the centre, by doing which the KB would be kept out of play the whole game.]

(13) Having advanced Rook's Pawn two squares you play KKt to R3, instead of to B3, that you may not obstruct the action of your Queen.

(14) Uncommonly well played.

(15) Continued: 21 P-B5 PxBP, 22 PxP K-Q2, 23 B-K6ch K-Qsq, 24 P-R6 B-K4, 25 P-Kt6 PxP, 26 PxP Kt-Rsq, and Black must lose.

(16) Continued: 21 K-Rsq P-K5, 22 Kt-Kt5 R-KBsq, 23 B-B4 Kt-B7ch, 24 K-Ktsq RxB, 25 KtxR Kt-R6ch, 26 K-Rsq KtxKt(Kt4), 27 P-QKt4 BxR, 28 QxB Q-B7, 29 Kt-K6 KtxKt, 30 PxKt Kt-B2, 31 P-K7 P-K6, 32 Q-KKtsq QxQch, 33 KxQ P-Q4, 34 PxP PxP, 35 K-Bsq K-B2, 36 K-K2 P-Q5, 37 P-K8(Q) KxQ, 38 P-QR4 Kt-Q4, and wins.

(17) Continued: 21 K-B2 R-B7ch, and wins.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.

	235	236	237	238	239	240
	Chess Play's. Chron. 1845.	Chess Play's. Chron. 1845.	Chess Play's. Chron. 1845.	Chess Play's. Mag. 1866.	Chess Play's. Mag. 1866.	Chess Play's. Mag. 1866.
	Dumoncheau Kieseritzski.	Dumoncheau Kieseritzski.	Dumoncheau Kieseritzski.	De Vere. Steinitz.	De Vere. Steinitz.	De Vere. Steinitz.
1	P-K4					
	P-QKt3					
2	P-Q4					
	B-Kt2					
3	P-Q5 (1)			B-Q3		
	P-Kt3			Kt-QB3		
4	B-Q2		B-K3	Kt-KB3 (5)		P-Q5
	B-Kt2		B-Kt2	P-K3		Kt-K4
5	B-B3		B-Q4	Castles		P-KB4
	Kt-KB3		BxB	KKt-K2	Kt-R3	KtxBch
6	B-Q3		QxB	B-KKt5	Kt-B3	QxKt
	Castles	P-Q3	Kt-KB3	P-KR3	Kt-B2	P-Kt3
7	Kt-B3	Kt-K2	Kt-QB3	B-K3	B-KB4	B-K3
	P-Q3	P-K4	P-B4	P-Kt3	B-K2	B-Kt2
8	Kt-Kt5	P-B4	Q-K3	P-B3	B-Kt3	B-Q4
	B-Bsq	QKt-Q2	Castles	B-Kt2	Castles	Kt-B3
9	Castles	PxP	B-K2	Kt-R4	P-QR3	Kt-QB3
	P-KR3	PxP	P-Q3	Castles	R-Bsq	Castles
10	Kt-B3	Castles	Castles	P-K5	P-Q5	BxKt (10)
	B-Kt5	Castles	P-QR3	P-KKt4	PxP (8)	BxB
11	QKt-Q2	P-KR3	P-B4	Kt-B3	PxP	P-K5
	Kt-R4	Q-K2	P-QKt4	Kt-B4	Kt-Ktsq	B-Kt2
12	P-KR3	Kt-Q2	B-B3	QKt-Q2	Kt-QKt5	KKt-K2
	BxKt	QR-Ksq	Q-R4	P-Kt5	Kt-QR3	P-Q3
13	KtxB	Kt-B3	P-K5	Kt-Ksq	KtxRP	P-K6
	BxB	Kt-R4	PxP	Q-R5	R-Rsq	P-B3
14	PxB	Q-Q2	QxP	B-K4	Kt-QKt5	Castles KR
	Kt-Q2	B-Bsq	QKt-Q2	P-Q4	B-KB3	PxP
15	Q-Q2	K-R2	Q-K6ch	BxKt	P-B3	KtxP
	P-KKt4	Kt-B5	R-B2	RxB	K-Rsq	BxP
16	P-KR4	KtxKt	K-Ktsq	P-KB4	B-B2	QR-Ktsq
	RxKt (2)	RxKt	Kt-Kt3	B-R3 (6)	Q-K2	B-Kt2
17	PxR	P-KKt3	P-Q6	P-KKt3	P-Kt4	Kt-Kt3
	Kt-K4	B-KR3	B-Bsq	Q-Qsq	P-Q3	BxKt
18	B-K2	Q-K2	Q-K3	R-B2	Q-Q3	QxB
	Kt-KB5	KR-Bsq	R-R2	P-R4	P-Kt3	Q-B2
19	K-Rsq	B-Kt5	QxBP	Kt-Kt2	QR-Ksq	P-B4
	Q-Q2, and wins.	Q-Q3	PxP	Kt-K2	Q-Q2	QR-Bsq
20		R-R3	RxB	Kt-R4	P-B4	QR-Bsq
		R-K2 (3)	KKt-Q2 (4)	R-B2 (7)	Kt-Ktsq (9)	Q-B4ch (11)

NOTES (extracted and condensed).

- (1) This advance of P is premature. Black would lose a Piece if he took KP.
- (2) Well played.
- (3) Continued: 21 P-QKt4 (by taking the Kt at this point White might have won at least the exchange) Kt-B3, 22 QR-Qsq Kt-R4, 23 B-Q2 BxB, 24 QxB P-QR3, 25 B-B6 R(K2)-B2, 26 K-Kt2 BxPch, 27 KxB RxKt, 28 RxR RxR, 29 R-KKtsq Q-B3, 30 B-Q7 (if 30 Q-Qsq Kt-B5ch, 31 K-R2 [this move is not forced, the K could go to Kt4, though mate is equally certain] Q-R5ch, 32 PxQ R mates) R-B7, 31 Q-Q3 Q-Kt4, 32 R-Kt2 Kt-R5ch, and wins.
- (4) Continued: 21 Q-K3 Kt-B5, 22 Q-K8ch K-Kt2, 23 R-Q3 Kt-B4, 24 QxB KtxR (Q-Kt5 would have been stronger play, we believe, e.g.: Q-Kt5, 25 Kt-Qsq [if 25 P-QKt3 KtxR, 26 PxKt(Q3) Kt-Q7ch, 27 K moves R-B2, &c.] KtxR, 26 PxKt Kt-Q7ch [or to R6ch], 27 K-Rsq [or to Bsq] R-B2, &c.), 25 PxKt QR-B2, 26 QxR Kt-Q7ch, 27 K-B2 RxQ, 28 KxKt P-Kt5, 29 KKt-K2 PxKtch, 30 KtxP Q-Kt3, 31 K-B2 Q-B7ch, 32 K-Ktsq Q-Q5, 33 B-K4 Q-B7, 34 P-KKt3 P-QR4, 35 P-QR4 Q-Q7, 36 P-R4 RxKt, 37 PxR QxP, 38 P-R5 Q-Kt5ch, 39 K-Bsq QxP, 40 P-Kt4 Q-Q5, 41 PxP PxP, 42 P-B5 P-Kt4, 43 R-R5 Q-Kt8ch, 44 K-Kt2 QxP, 45 R-R2 Q-B5, 46 R-QB2 P-Kt5, 47 R-B6 P-Kt6, 48 R-KKt6ch K-B2, 49 K-R3 Q-K4, 50 K-R2 P-R5, 51 K-R3 Q-Kt4, 52 K-R2 Q-Kt6ch, 53 K-Rsq P-R6, and wins.
- (5) We like this better than pushing the QP.
- (6) R-R4 would have been bad, e.g.: R-R4, 17 P-KR3 PxP, 18 B-B2, winning without difficulty.
- (7) Continued: 21 P-KR3 Kt-B4, 22 KtxKt PxKt, 23 P-KR4 B-KBsq, 24 Q-B2 Q-Q2, 25 P-R4 P-B4, 26 R-Ksq Q-B3, 27 Kt-Bsq B-Bsq, 28 R-Q2 B-K3, 29 B-B2 P-B5, 30 P-Kt3 PxP, 31 QxKtP R-Bsq, 32 R-Bsq Q-B5, 33 Q-Qsq (to exchange Queens would have been imprudent, as the Pawns on Queen's side would soon have been indefensible) B-R6, 34 Kt-K3 Q-R3, 35 R(Bsq)-B2 R-Q2 (taking the proffered Pawn would have involved the loss of a Piece, e.g.: QxP, 36 P-B4 KR-B2, 37 PxP RxR, 38 RxR RxR, 39 QxR QxQ, 40 KtxQ, and wins), 36 Q-Rsq B-Bsq, 37 Q-R2 Q-Kt2, 38 Q-Kt3 R(Q2)-QB2, 39 R-Qsq Q-B3, 40 R(Qsq)-QBsq Q-Kt2, 41 Q-Kt5 K-B2 (very well conceived; had Black made the apparently obvious move, B-R6, White would have speedily obtained an easy victory, thus: B-R6, 42 R-Rsq RxP, 43 RxR RxR, 44 Q-K8ch, winning a Piece), 42 Q-Q3 K-Kt3, 43 B-Ksq Q-B3, 44 Q-Kt5 B-R6, 45 R-Rsq QxQ, 46 PxQ B-K2, 47 R(B2)-QR2 R-QRsq, 48 K-Kt2 R-Q2, 49 B-B2 K-B2, 50 P-B4 (premature; White should first have played R-R6, compelling Black to move R to Kt2, and by then playing 51 P-B4, White's attack becomes irresistible) PxP, 51 P-Q5 BxPch, 52 KtxB RxKt, 53 RxP RxR, 54 RxR RxKtP, 55 R-B7 R-Kt5 (very well played; if R-Kt7, 56 K-Bsq P-Kt4, 57 B-B5, winning a Piece), 56 R-B6 R-Kt7 (again the best move), 57 K-Bsq (it is obvious RxP would lose White the exchange, at least, by B-B4) P-Kt4, 58 P-K6ch K-Kt3, 59 B-Q4 R-Q7, 60 B-K5 R-Qsq, 61 K-K2 R-QRsq, 62 R-B7 B-B3, 63 R-QKt7 R-R7ch, 64 K-Qsq BxB, 65 PxB R-R3, 66 P-K7 R-K3 (throwing away a won game), 67 R-Kt6 K-B2, 68 RxR, and Black resigned.
- (8) It would, perhaps, have been better to retreat the Kt, at once, to Ktsq.
- (9) Continued: 21 R-K6 Kt-Qsq, 22 RxB RxR, 23 Q-B3 K-Kt2, 24 B-KR4 Q-B2, 25 Kt-Kt5 Q-Bsq, 26 KtxBP K-Ktsq (in order to save the Queen Black is now compelled to submit to the loss of the exchange. His game, however, is past redemption), 27 KtxR BxKt, 28 KtxP, and Black resigned.
- (10) Having parted already with one Bishop we should have preferred retaining the other. KKt-K2 seems a good move.
- (11) Black has now recovered the P given, and, as he is enabled to exchange Qs, the superior position of his Pawns gives him the victory. The game was continued: 21 K-Rsq QxQ, 22 PxQ RxR, 23 RxR RxP, 24 R-B8ch B-Bsq, 25 P-KR3 R-Q5, 26 R-R8 RxP, 27 RxP R-K4, 28 R-R6 RxP, 29 RxP R-K8ch, 30 K-R2 B-Kt2, 31 R-Kt3 B-K4, 32 P-KR4 R-QR8, 33 P-R3 P-Q4, 34 K-R3 P-R4, and wins.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

White's moves are above the rules, Black's below.					
241	242	243	244	245	246
Games of '62 Congress.	Automaton Games.	Chess Play's. Chron. 1845.	Automaton Games.	Automaton Games.	Automaton Games.
Solomons. Blackburne	B . . . d. Automaton	Stephens. Forth.	— Automaton	W y. Automaton	— Automaton
1 P-K4	P-QB4	P-Q4			
P-Q4 (1)	P-K4	P-Q4			
2 Q-R5ch	P-Q3	P-QB4	P-QB3	P-KB4	P-K3
P-KKt3	Kt-KB3	P-B3	Kt-KB3	Kt-KB3	Kt-KB3
3 QxQP	Kt-QB3	Kt-QB3	P-K3	P-K3	P-QB4
QxQ	P-B3	P-K3	P-K3	P-K3	P-K3
4 PxQ	P-K3	P-K4	B-Q3	P-KKt3	PxP
Kt-KB3	P-Q4	B-Kt5	P-B4	P-B4	PxP
5 Kt-QB3	PxP	BPxP	Kt-B3	P-QR3	Kt-QB3
B-Kt2	PxP	BPxP	Kt-B3	Kt-B3	P-B3
6 B-B4	B-Q2	B-QKt5ch	P-QKt4	P-B3	B-Q3
B-B4	Kt-B3	Kt-QB3	PxKtP	P-B5	B-Q3
7 P-Q3	P-QR3	KKt-K2	Castles	Kt-B3	KKt-K2
QKt-Q2	B-Q3	PxP	PxP	B-Q3	Castles
8 B-KKt5	Q-Kt3	Castles	KtxP	B-K2	P-B3
CastlesQR	B-B2	BxKt	B-Q3	Castles	Q-B2
9 BxKt	P-K4	KtxB	Kt-QKt5	Castles	P-K4
BxB	Kt-Q5	Kt-B3	B-Ktsq	P-QKt4	PxP
10 KKt-K2	Q-Qsq	B-Kt5	B-R3	P-QKt4	PxP
Kt-Kt3	Castles	Castles	P-QR3	P-QR4	Kt-Kt5
11 B-Kt3	B-K2	BxQKt	Kt-B3	PxP	P-KKt3
P-Kt4	B-K3	PxB	P-QKt4	RxP	Kt-B7
12 CastlesQR	Kt-B3	KtxP	B-Kt2	B-Kt2	Q-Kt3ch
B-Kt3	PxP	Q-Q4	Q-Q3	Q-K2	K-Rsq
13 P-B4 (2)	KtxKt	KtxKtch	P-KR3	Q-Bsq	R-Bsq
B-R4	PxKt	PxKt	Castles	B-Q2	KtxBch
14 QR-Ksq	KtxP	B-K3	P-KKt3	QKt-Q2	K-Q2
QBxKt	KtxKt	R-B2	P-K4	KR-Rsq	RxR
15 RxB	PxKt	P-B4	B-K2	P-QR4	KxKt
PxP	Q-R5	B-Kt2	BxP	RxP	P-QKt3
16 P-QR4	B-KB3	Q-B3	R-Ksq	Q-B2	P-QR4
P-QR4	QR-Ksq	Q-Q2	P-K5	P-Kt3	B-R3ch
17 Kt-K4	B-QKt4	P-B5	Kt-Kt5	KR-Ktsq	K-B2
KtxQP	R-B3	P-B4	B-Q2	R-R7	Q-K2
18 BxKt	QxP	BPxP	B-KBsq	Q-Bsq	P-K5
RxB	B-Kt3	QxKP	Kt-KKt5	P-Kt5	B-Kt5
19 KtxB	B-B5	Q-B2	Kt-R3	Kt-K5	B-Kt5
PxKt (3)	B-KB2	R-Kt2	KtxBP	P-Kt6	QxB
20 R-Bsq	BxB	P-KKt3	KtxKt	Q-Qsq	QxB
R-K4 (4)	RxB (5)	Q-K5 (6)	QxPch (7)	BxKt (8)	Q-B4ch (9)

NOTES (extracted and condensed).

(1) We cannot understand Black's object in thus sacrificing a valuable Pawn at the very outset of the game.

(2) This was, perhaps, a little premature.

(3) Black has now succeeded in equalising the forces, but his position is inferior to that of his adversary.

(4) Continued : 21 R-K4 R-Ktsq, 22 R(Bsq)xP RxBP (we should have preferred RxB), 23 RxB PxR, 24 R-B8ch K-Q2, 25 R-B7ch K-Q3, 26 RxBP P-Kt3, 27 P-Kt3 P-B4, 28 P-R4 R-R7, 29 P-R5 (from this point White appears to have a forced won game) K-B3, 30 K-Kt2 K-Q3, 31 K-B3 K-B3, 32 P-R6 K-Q3, 33 R-R8 K-B2, 34 P-R7 K-Kt2, 35 K-Kt2 K-R2, 36 K-Bsq K-Kt2, 37 K-Qsq K-R2, 38 K-Ksq K-Kt2, 39 K-Bsq K-R2, 40 K-Ktsq R-R3, 41 K-Kt2, and wins.

(5) Continued : 21 CastlesKR R-KR3, 22 P-R3 B-K3, 23 KR-Qsq BxP, 24 PxBR QxRP, 25 B-Kt2 R-KKt3, 26 Q-Q5ch K-Rsq, 27 P-K5 P-KR3, 28 R-Q3 RxBch, 29 QxR QxR, 30 R-Ksq R-K3, 31 R-K3 Q-Kt8ch, 32 K-R2 QxP, 33 P-B4 QxQch, 34 KxQ P-KKt3, 35 K-B3 K-Kt2, 36 K-K4 K-B2, 37 K-Q5 R-Kt3, 38 R-QB3 K-K2, 39 R-B7ch K-Qsq, 40 R-R7 P-KR4, 41 P-K6 R-Kt4ch, 42 K-Q6 R-Kt3ch, drawn game.

(6) Continued : 21 Q-B3 QxQ, 22 RxQ BxR, 23 PxP R-K2, 24 K-B2 QR-Ksq, 25 R-Ksq B-B3, 26 P-Kt3 R-K4, 27 P-QR4 R-B4ch, 28 K-K2 B-B6ch, 29 K-Q2 R-Q4ch, 30 K-B3 R-Q8, 31 RxB, BxR and wins.

(7) Continued : 21 B-Kt2 QxKtch, 22 K-Rsq Q-R5ch, 23 K-Ktsq Q-R7 mate.

(8) Continued : 21 QPxB Kt-Ksq, 22 K-Kt2 Q-B4, 23 K-B3 Kt-Kt2, 24 P-Kt4 Kt-K2, 25 P-K4 B-B3, 26 PxP KtxP, 27 Q-Ktsq KtxQBPch, 28 K-Kt3 KtxBch, 29 K-R4 KtxQ, 30 RxBt RxB, 31 QR-KBsq RxBt, 32 P-B5 KPxB, and wins.

(9) Continued : 21 K-Kt3 RxB, 22 Q-Q6 Kt-Q2, 23 QxP R-QBsq, 24 Q-K4 QxQ, 25 KtxQ BxBt, 26 Kt-B3 B-B6, 27 K-B2 RxB, 28 K-Q2 RxBt, 29 PxR B-Q4, and wins.

ODDS OF PAWN AND MOVE. Remove Black's KBP in each game.

Pawn only.

White's moves are above the rules, Black's below.					
247	248	249	250	251	252
Chess Play's. Chron. 1850.	Walker's Studies, 1844.	Chess Play's. Chron. 1850.	Chess Play's. Mag. 1866.	Automaton Games.	Odds of Pawn only. Remove White KBP (16).
Bird. Buckle.	Walker. Bourdonnais.	Bird. Buckle.	De Vere. Steinitz.	Mr. — Automaton	
1 P-Q4					P-Q4
P-K3			Kt-KB3		P-K3
2 P-QB4			Kt-QB3	P-QB4	Kt-KB3
P-Q4		P-B4	P-K3	P-K3	P-Q4
3 Kt-QB3		P-K3	P-K4	P-QR3	P-K3
Kt-QB3	Kt-KB3	P-QKt3	B-Kt5	P-B4	P-QB4
4 Kt-B3	P-K3	B-Q3	B-Kt5	P-Q5	P-B3 (17)
QKt-K2	P-B3	Kt-KB3	P-KR3	P-K4	Kt-KB3
5 B-Kt5	P-B4	P-K4	BxKt	Kt-QB3	B-Q3
P-B3	B-Q3	Kt-Ktsq	QxB	P-Q3	Kt-B3
6 P-K4	Kt-B3	P-K5	P-K5	P-K4	Castles
P-KKt3	Castles	Kt-K2	Q-B2	B-K2	B-Q3
7 BPxP	B-Q2	B-Kt5	B-Q3	B-Kt5	QKt-Q2
PxP	P-B4	Q-B2	Castles	KtxQP	Q-B2
8 PxP	PxQP	BxKt	Kt-B3	BxB	P-K4 (18)
	KPxP	BxB	Kt-B3	KtxB	BPxP
9 B-Kt5ch	B-K2	B-K4	Castles	Q-Q2	BPxP
B-Q2	Kt-B3	B-Kt2	B-K2 (9)	Castles	PxP
10 Castles	Kt-QKt5	Q-R5ch	Kt-K4	Castles	KtxP
B-B3	PxP	K-Qsq	P-QKt3	QKt-B3	KtxKt
11 Kt-K5	QKtxQP	P-Q5	P-B3	Kt-Q5	BxKt
Q-B2 (1)	R-Ksq	P-Kt3	B-Kt2	Kt-Q5	Kt-K2 (19)
12 Q-B3	Q-Kt3	Q-K2	B-B2	Q-K3	P-QKt3
Kt-R3	B-QB4	QxP	B-Qsq	KtxKt	B-Q2
13 KR-Ksq (2)	KtxKt	Kt-KB3	Q-Q3	KPxKt	B-Kt2
Castles	PxKt	Q-B5	P-Kt3	B-B4	Kt-Q4
14 KtxB	Kt-K5	Kt-B3	QR-Ksq	B-Q3	BxKt
PxKt	Kt-K5	B-KB3	K-Kt2	Q-B3	PxB
15 B-R6ch	P-Kt3	CastlesKR	Kt-Kt3	P-B3	R-Bsq
K-Ktsq	B-Q2	BxKt	Kt-K2 (10)	P-QR3	Q-Qsq
16 B-KB4	Q-R4	PxB	Kt-R5ch	Kt-K2	Kt-K5
R-Q3	R-Ktsq	PxP	K-Rsq	P-QKt4	BxKt
17 KtxP (3)	P-QKt4	BxP	Kt-B6	BxB	PxB
PxKt	B-Kt3	BxB	Kt-B4 (11)	QxB	B-K3 (20)
18 QR-Bsq	R-QBsq	PxB	P-KKt4	KtxKt	B-R3 (21)
Q-Kt3	RxKt	P-Q3	BxKt	BPxKt	R-QBsq
19 QxP (4)	PxR	KR-Ksq	PxKt (12)	Q-K4	Q-Q4
KKt-B4 (5)	Q-Kt4	Kt-Q2	KtPxP (13)	QxQ	Q-R4
20 R-K6	P-K6	Q-K7ch	PxB (14)	PxQ	B-Kt4 (22)
QxB (6)	KtxB (7)	K-B2 (8)	R-KKtsqch	PxP (15)	Q-Kt3 (23)

NOTES (extracted and condensed).

- (1) If BxB White would obtain an overpowering attack by Q-B3.
- (2) Excellent, and evidently the result of profound deliberation.
- (3) Also extremely well played, and, as the sequel shows, as sound as brilliant.
- (4) We commend all this to especial attention.
- (5) If he takes Q he would be mated in three moves.
- (6) Continued: 21 RxR KtxQ, 22 R-Q8ch K-Kt2, 23 R-Kt8 mate.
- (7) Continued: 21 PxR QxKP, 22 R-B2 Kt-B6ch, 23 K-Qsq Q-Q5ch, 24 B-Q3 QxBch, 25 K-Bsq B-K6ch, 26 K-Kt2 Q-Q5ch, 27 K-R3 B-Q7, 28 P-Kt5 Q-K6ch, 29 K-Kt2 Kt-K4, 30 R-Qsq B-K8, 31 Q-Kt3 Q-K5, 32 RxQP PxR, 33 R-B8ch K-B2, 34 P-Q8(Q) RxR, 35 QxR Kt-B5ch, 36 QxKt PxQ, 37 Q-B7ch K-K3, 38 Q-B8ch K-K4, 39 Q-B7ch K-Q5, 40 QxRPch K-Q6, 41 P-Kt6 B-B6ch, 42 K-R3 Q-Q5, 43 Q-QB7 B-R4, and wins.
- (8) Continued: 21 R-K4 (if Kt-Kt5 he would win without much difficulty) Q-Bsq, 22 QR-Ksq QxQ, 23 RxQ QR-KBsq, 24 Kt-Kt5 R-B4, 25 Kt-K6ch K-Bsq, 26 P-QB4 P-QR4, 27 P-B4 P-R4, 28 P-Kt3 R-Ktsq, 29 Kt-Kt7 R(B4)-Bsq, 30 Kt-K8 P-KKt4, 31 KtxPch, and after a few more moves Black resigned.
- (9) Apprehensive, no doubt, of Kt-KR4.
- (10) Although this masks the KB it seems to be the best move.
- (11) Evidently the best resource.
- (12) If 19 PxR Kt-Q3, 20 Kt-R4, with a manifest advantage! If Black reply to 19 PxR with R-KKtsq best, 20 PxKt KtPxPch, 21 K-Rsq Q-R4, 22 B-Qsq R-Kt5, 23 R-KKtsq QR-KKtsq, and the position is similar to the actual game.
- (13) Had Black retreated B to Qsq he would have been involved in almost hopeless difficulties. By the move adopted he obtained a fine attack.
- (14) Continued: 21 K-Rsq Q-R4, 22 B-Qsq R-Kt5, 23 R-Ktsq QR-KKtsq, 24 P-B4 B-K5, 25 Q-K3 R(Ktsq)-Kt4 (the position here is one of unusual interest, and both attack and defence are conducted with great skill; Black now threatens mate thus: 26 QxRPch, 27 KxQ R-R4ch, 28 Kt-R4 R(Kt5)xKtch, 29 K-Kt3 P-B5ch, 30 QxP R-R6ch, 31 K-Kt4 R(R4)-R5 mate), 26 QxB (this is very finely played, and is as sound as it is brilliant) PxQ, 27 KtxR RxRch, 28 RxR Q-Kt3, 29 P-B7 Q-B3, 30 B-R5 PxKt, 31 RxP QxR (there is nothing better), 32 P-B8(Q)ch K-B2, 33 Q-B7ch K-R3, 34 B-Qsq Q-Q7, 35 Q-R5ch K-Kt2, 36 Q-Kt4ch K-Bsq, 37 K-Kt2 QxQP, 38 P-KR4 QxQBP, 39 P-R5 QxP, 40 Q-B4ch K-Ktsq, 41 Q-Kt5ch K-B2, 42 Q-Kt6ch K-K2, 43 Q-Kt7ch, and Black resigned.
- (15) Continued: 21 K-Ktsq R-B7, 22 QR-KBsq RxKKtP, 23 R-Bsq R-QBsq, 24 P-R3 R-K7, 25 KR-Ksq RxR, 26 RxR P-B6, 27 R-QBsq R-Ktsq, 28 R-B2 RxPch, 29 RxR PxR, and wins.
- (16) From "Westminster Papers," 1875. Mr. Minchin (W) v. Mr. Fisher (B).
- (17) I (J. H. Zukertort) prefer 4 B-Q3.
- (18) This advance gives freedom to White's Pieces, but it endangers the position of his Pawns.
- (19) Losing time to no purpose.
- (20) Neglecting the last chance of bringing the King into safety by Castling.
- (21) Cutting off the means of escape.
- (22) Well played; if 20 QxP White forces the game by 21 RxRch, and Q-B5.
- (23) Continued: 21 B-B5 Q-Kt4, 22 P-R4 QxKtP, 23 R-KB3 Q-R7, 24 KR-B3 P-QKt3, 25 B-B3 RxR, 26 RxR Q-K7, 27 R-Bsq Q-K5, 28 Q-Kt2 (threatening 29 Q-Kt5ch) QxRP, 29 B-Q6 B-Q2, 30 P-K6 (a capital move, deciding the game in any case) BxP, 31 QxKKtP K-Q2, and White mates in three moves (the end is beautiful; the final position has all the requirements of a problem).

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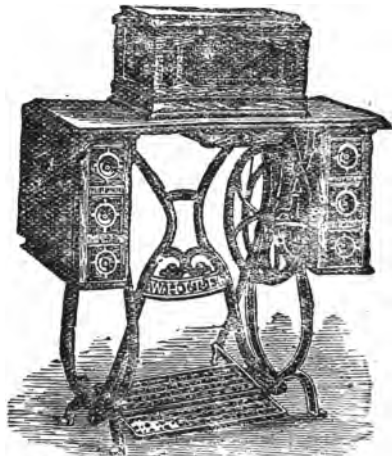
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—:o:—
SATURDAY, 31ST JANUARY 1891.
—:o:—

SURREY v KENT.

ON Saturday twenty players of the county of Surrey fought a match with a like number from the province of Kent, the contest taking place at the head quarters of Chess in London—the City of London Chess Club, Newgate Street, the executive of which are always ready to lend their boards and men for such gatherings. Of the twenty games played no less than seven resulted in draws, while of the remainder Surrey scored nine and Kent four, the former county thus winning by $12\frac{1}{2}$ to $7\frac{1}{2}$. The return will be played at the Bull Hotel, Rochester, on the 28th February. Score :

SURREY.		KENT.	
Jacobs H	1	Lewis Rev. L W (Meopham)	0
Britten C E	0	Sherrard C H (Ashford)	1
Ward H S	$\frac{1}{2}$	Williams G (Lewisham)	$\frac{1}{2}$
Leonard H S	$\frac{1}{2}$	Firth Dr. (Gravesend)	$\frac{1}{2}$
Sugden Rev. J F	$\frac{1}{2}$	Reid A (Lee)	$\frac{1}{2}$
Osborne W N	$\frac{1}{2}$	Sturton H G (Lee)	$\frac{1}{2}$
Taylor J	$\frac{1}{2}$	Cole G T L (Thanet)	$\frac{1}{2}$
McLeod B	1	Rock E H (Lewisham)	0
Clarke G J	1	Wightwick W M (Lewisham)	0
Barton M C	$\frac{1}{2}$	Pope G A (Rochester)	$\frac{1}{2}$
Baxter S B	1	Lenn H (Lee)	0
Huttlinger A	0	Biggs J H (Rochester)	1
Mollard P J	0	Lines R (Chatham)	1
Burgess W R	0	Kirby E L (Sheldwich)	1
Morfleet A W	1	Lockner C (Gravesend)	0
Lanchester H J	1	Whiteman G F (Canterbury)	0
Bacon C	1	Longsdan Rev. W (Lewisham)	0
Spearman W	1	Hunt Rev. W T G (Folkestone)	0
Barnes W G	$\frac{1}{2}$	Hayward H (Dover)	$\frac{1}{2}$
Vincent C	1	Clements H P (Canterbury)	0

THE CHESS CHAMPIONSHIP.

WITH a final score of 6 to 4 and 9 draws Mr. Gunsberg has the consolation of having made the best score against Mr. Steinitz in an important contest. During the last thirty years Mr. Steinitz has played many matches, in all of which he has been victorious, but the contests which may be designated as important, on account of the players opposed to Mr. Steinitz, as well as the issue at stake, were as follow :

Blackburne (I.), 1863, Steinitz 7 to 1 ; 2 draws.
Anderssen, 1866, Steinitz 8 to 6.
Bird, 1866, Steinitz 7 to 5 ; 5 draws (unfinished).
Zukertort (I.), 1872, Steinitz 7 to 1 ; 4 draws.
Blackburne (II.), 1876, Steinitz 7 to 0.
Mackenzie, 1883, Steinitz 3 to 1 ; 2 draws.
Zukertort (II.), 1886, Steinitz 10 to 5 ; 5 draws.
Tchigorin, 1889, Steinitz 10 to 6 ; 1 draw.
Gunsberg, 1890-91, 6 to 4 ; 9 draws.

Mr. Steinitz was heartily congratulated on the happy termination of the contest, which was increased by the fact that the championship of the world remained in America. The loser, too, came in for his share of the good wishes of those present, who highly praised his gallant fight, and gave due credit for the interesting character of the games.

A summary of the games played in the series shows that Mr. Steinitz, who had the move ten times, limited himself to two openings, namely, the Queen's Gambit and the Zukertort opening. Mr. Gunsberg adopted the Ruy López (1); Giuoco Piano (3); Queen's Pawn opening (1); Evans Gambit (4).

Mr. Steinitz won twice as first player and four times as second player, while Mr. Gunsberg won three times when he had the move and once with the defence.

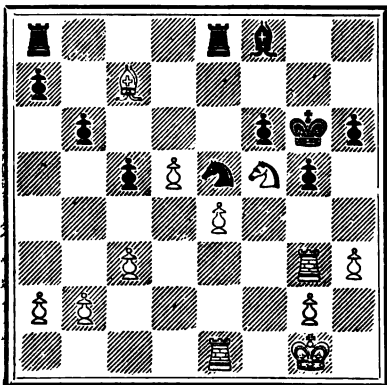
ADVICE TO YOUNG PLAYERS.

MR. W. H. K. Pollock, in the "Baltimore Sunday News," gives the following: When a Bishop gets upon the same diagonal with his Rook and Queen the loss of quality makes a lasting impression. A doubled Pawn is often a useless one. But if it enables your Rook to command an open file, it is good; and doubled Rooks are still better. Young man, beware of the discovered check. Do not advance your Queen too early in the game. It is too liable to attack by an inferior piece. Do not try to win the game in the first dozen moves. You cannot overwhelm your adversary at one jump. Develop your pieces instead. Do not move all along the line at once, but concentrate your energy in one direction. Beware of the perpetual check, the stale mate, the brilliant combination, the ambush, the pin, the capturing eye—and the mate. Clear vision through a long vista of moves is acquired only with time and experience. Do not block the retreat of your pieces with your own Pawns. Do not depend on your opponent making an error. It is putting a premium on blunders. When he leaves a piece en prise beware lest you fall into a trap. Some of Mr. Blackburne's prettiest mates were when his adversaries thought he was overlooking the loss of his Queen. And, finally, do not play out a lost game. Some men will not resign until they have forced the sacrifice of their last Pawn. They have evidently forgotten Dr. Zukertort's advice on the subject.

ADJUDICATIONS.

THE following positions, from actual play, have recently been submitted for adjudication, the games in which they occurred having been unfinished at the call of time in the matches in which they were played.

BLACK.



WHITE.

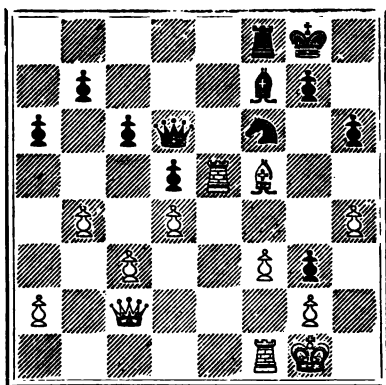
White to play.

White is a passed Pawn ahead, and must finally win. For example:

- | | |
|----------------------------|------------------|
| 1 B takes Kt | 1 R takes B best |
| 2 R (K 3) to K 3 | 2 P to B 5 (A) |
| 3 K to B sq | 3 B to B 4 |
| 4 R (K 3) to K 2 | 4 P to K R 4 |
| 5 P to K Kt 4 | 5 P takes P |
| 6 P takes P | 6 R to K R sq |
| 7 K to Kt 2, and must win. | |

(A) Threatening B-B4.

BLACK.



WHITE.

White to play.

White is the exchange ahead, and has to play, Black having no equivalent for the loss of the exchange. There are several ways of forcing a win for White; the simplest would commence with 1 R(Bsq)-Ksq, threatening to exchange Bishops by B-K6, &c. White has only to simplify the game by exchanging pieces and he is sure to win.

CITY OF LONDON CHESS CLUB.

AN interesting exhibition of simultaneous Chess was given at this Club on Saturday, by Mr. Moriau, who, playing ten boards, defeated 7 members of the Club, drew with another, and lost only two games. The team opposed to him was particularly strong, yet he moved very rapidly and proved most efficient. It was remarked that some of his opponents were almost, if not quite, his equal in ordinary play, and altogether his exhibition was regarded as one of the best of the series being given at the City Club.

Bradford v Halifax.—Match at the Exchange Café, Bradford, on the 10th inst. Score, 7 to 2, in favour of the Bradford team, with one game left for adjudication.

Bradford (2) v Huddersfield.—On the 10th inst. these Clubs met at Bradford, six players a side. The result of the contest was a score of $3\frac{1}{2}$ to $2\frac{1}{2}$ for the home players.

Bristol.—In a match between the City and Montpelier Clubs, on the 9th, the former won, by $10\frac{1}{2}$ to $7\frac{1}{2}$; 12 boards.

Derby v Burton.—A match was fought between these two Clubs, represented by twelve players a side, and resulted in a win for Derby by the odd game, $8\frac{1}{2}$ to $7\frac{1}{2}$.

Leamington.—Mr. Blackburne made a splendid record here on a recent visit. On the 5th he fought 22 players simultaneously, and won the whole of the games. On the 6th he contested six games blindfold, winning 4 and drawing two (with Messrs. Aspa and Mason).

Leeds.—A contest between the Chess and Draughts Club and the Y.M.C.A. Club took place on the 9th, when the former scored 4 to 1.

Leeds v Hull Church Institute.—In a match on the 10th, at Hull, the visitors scored $13\frac{1}{2}$ to $6\frac{1}{2}$, there being twenty players engaged on each side.

Swansea v Newport.—Match on the 10th at Bridgend. Score, $5\frac{1}{2}$ to $2\frac{1}{2}$, in favour of Swansea.

Wellingborough v Bedford.—A match was played at Bedford on the 8th, when victory rested with the visitors, by eleven games to nine.

Wolverton v Potterspury.—On the 10th a team of six players of the Wolverton Club went to Potterspury. On arrival at the Club-house, through the kindness of the Rev. R. E. Crawley a capital tea was provided for the visitors, which, after the long ride, was much enjoyed. Wolverton proved victorious in the match, by 8 to 2.

Aldenharn Institute (2) v Camden Road Y.M.C.A.—A match, fought on Saturday, at the quarters of the latter Club, resulted in a win for the visitors, by 4 to 2.

Aldenharn Institute v West Hackney.—We are pleased to learn that a fresh fixture has been arranged between these two Clubs, a former one having been nullified through a misunderstanding.

Battersea (2) v Eltham House.—Match at the Imperial Restaurant, Clapham Junction. Score, 6 to 4, in favour of Battersea.

City News Room v Amethyst.—A contest in the Junior Clubs competition took place on Saturday, at the City quarters of the latter, Wort's Restaurant, 50 London Wall. The result was a win for the visiting team, whose representatives scored $4\frac{1}{2}$ to $3\frac{1}{2}$.

City News Room v Borough.—A match on Wednesday was won by the former, who scored 5 to 3.

Edmonton v West Green.—A match, eight a side, was played on Saturday, at the rooms of the former, 9 Edmonton Terrace, Bounces Road, Lower Edmonton, and resulted in a draw, the respective teams scoring three wins and two draws.

Exeter Hall v Hampstead.—A match at Hampstead on the 6th resulted in a score of 4 to 2 for the home team, with two games open for adjudication.

Exeter Hall v St. John's.—Match on the 27th. Score, 7 to 1, in favour of Exeter Hall.

Kentish Town v Polytechnic.—These Clubs met, eight strong, on the 23rd at the Polytechnic, and fought a match, which was won by the visitors, by 5 to 3.

Metropolitan v Battersea.—Eight members of the latter Club paid a visit to the former, at 18 Abchurch Lane, on Monday, 26th inst., and lost a match, the score being $4\frac{1}{2}$ to $3\frac{1}{2}$ against them.

Demy 8vo., 7s. 6d.,

CHESS STUDIES and END GAMES. In Two Parts. Part I. CHESS STUDIES. Part II. MISCELLANEOUS END GAMES. By B. HORWITZ and J. KLING. Second Edition. Revised By W. WAYTE, M.A., late Fellow of King's College, Cambridge.
London: George Bell and Sons, York Street, Covent Garden.

GAME DEPARTMENT.

—:o:—

All communications for this department to be marked "Game Editor," and sent to 17 Medina Road, Holloway, London, N.

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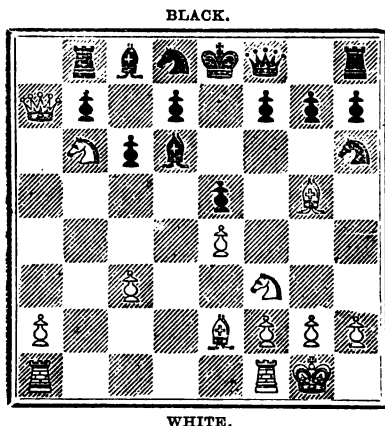
GAME 2077.

Twelfth game of the Steinitz-Gunsberg match. Played at New York, 5th January 1891.

Evans Gambit.

WHITE.	BLACK.
Mr. Gunsberg.	Mr. Steinitz.
1 P to K 4	1 P to K 4
2 Kt to K B 3	2 Kt to Q B 3
3 B to B 4	3 B to B 4
4 P to Q Kt 4	4 B takes Kt P
5 P to B 3	5 B to R 4
6 Castles	6 Q to B 3
7 P to Q 4	7 Kt to R 3
8 B to K Kt 5	8 Q to Q 3
9 P to Q 5	9 Kt to Q sq
10 Q to R 4	10 B to Kt 3
11 Kt to R 3	11 P to Q B 3
12 B to K 2	12 B to B 2
13 Kt to B 4	13 Q to B sq
14 P to Q 6	14 B takes P
15 Kt to Kt 6	15 R to Kt sq
16 Q takes R P	

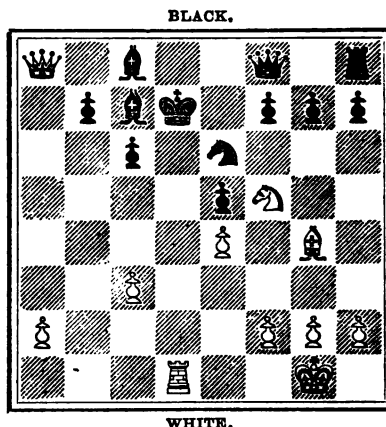
Position after White's 16th move.



17 Kt to K R 4 (B)	16 Kt to Kt 5 (A)
18 B takes Kt	17 Kt to K 3 (C)
19 Kt to B 5	18 Kt takes B
20 K R to Q sq	19 Kt to K 3 (D)
21 Kt to R 8	20 B to B 2
	21 R takes Kt (E)

22 Q takes R	22 K to Q sq
23 R takes P ch (F)	23 K takes R
24 R to Q sq ch	Resigns. (G)

Position after White's 24th move.



NOTES.

By Mr. Steinitz.

From the "New York Sun."

(A) Up to this point the game was conducted in exactly the same way by both parties as in the cable match between Steinitz and Tchigorin. In the cable match Steinitz played here Kt-K3, and then remarked that Kt-Ktsq was his best move at this juncture. The text move was an ill-considered deviation, which gives White at once a strong attack, and allows him to bring his minor pieces to bear against the adverse K side.

(B) An excellent move.

(C) Under the circumstances the best. If 17 Kt-B3, 18 BxKt: PxP, 19 Kt-B5 Kt-K3, 20 KR-Qsq B-B2, 21 Kt-R8, and the position is similar to that which actually occurred.

(D) White threatened KtxBch, followed by taking the other B with the Kt, and either of the R's to Qsq with a winning game, and Black had hardly anything better than the text move, for if 19 KtxP, 20 KR-Qsq B-B2, 21 KtxB RxKt, 22 QxP K-Qsq, 23 QxP, and wins.

(E) If 21 K-Qsq, 22 KtxB KxKt, 23 Kt-Q6 followed by QR-Ktsq, and wins.

(F) A fine and powerful move, which settles the game.

(G) For after 24 B-Q3, which was the only defence, White would proceed with Q-Kt8,

winning easily. If 24 Kt-Q5, 25 P×Kt K-K3, 26 Kt-Q6ch and wins; for if K×Kt, White answers Q-R3ch, and mates next move.

GAME 2078.

Thirteenth game of the match. Played 7th January 1891.

Irregular Opening.

WHITE.

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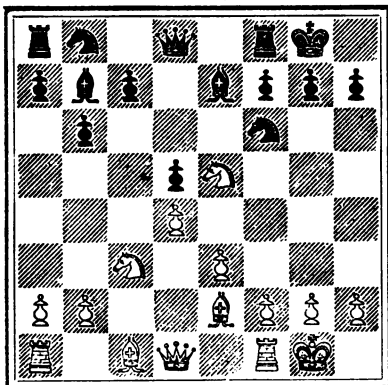
Mr. Steinitz.

Mr. Gunsberg.

- | | |
|-----------------|--------------------|
| 1 Kt to K B 3 | 1 Kt to K B 3 |
| 2 P to Q 4 | 2 P to K 3 |
| 3 P to K 3 | 3 B to Kt 5 ch (A) |
| 4 P to B 3 | 4 B to K 2 |
| 5 B to K 2 | 5 Castles |
| 6 Castles (B) | 6 P to Q 4 |
| 7 P to B 4 | 7 P to Q Kt 3 (c) |
| 8 Kt to B 3 | 8 B to Kt 2 |
| 9 P takes P (D) | 9 P takes P |
| 10 Kt to K 5 | |

Position after White's 10th move.

BLACK.



WHITE.

- | | |
|-----------------|--------------------|
| 11 P to B 4 | 10 K Kt to Q 2 (E) |
| 12 B P takes Kt | 11 Kt takes Kt |
| 13 B to Q 2 (G) | 12 P to Q B 3 (F) |
| 14 B takes B | 13 B to R 3 (H) |
| 15 Q to R 4 | 14 Kt takes B |
| 16 Q R to B sq | 15 Kt to Kt sq |
| 17 P takes P | 16 P to B 3 |
| 18 Kt to K 2 | 17 B takes P |
| 19 R to K B 3 | 18 R to K sq |
| 20 Q R to B sq | 19 Q to K 2 |
| 21 B to Kt 4 | 20 R to Q B sq |
| 22 Kt to B 4 | 21 Q to K 3 (I) |
| 23 Kt to R 5 | 22 Q to K 5 |
| | 23 Kt to Q 2 |

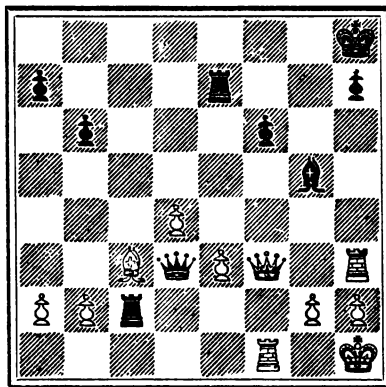
(See Diagram below.)

- | | |
|-----------------|------------------|
| 24 Q to R 6 (K) | 24 Q to K sq (L) |
| 25 R to R 3 | 25 B to Kt 4 |

- | | |
|-------------------|---------------------|
| 26 K to R sq (M) | 26 Kt to B 3 (N) |
| 27 Kt takes Kt ch | 27 P takes Kt (O) |
| 28 Q to Kt 7 | 28 Q to Kt 3 |
| 29 Q to Q 7 | 29 K to R sq |
| 30 B to K 7 | 30 R to K Kt sq (P) |
| 31 Q takes B P | 31 Q R to Q B sq |
| 32 Q takes Q P | 32 R to Kt 2 |
| 33 B to Kt 4 | 33 Q to Q 6 |
| 34 Q to B 3 | 34 R to B 7 |
| 35 B to B 3 | 35 R to K 2 |

Position after Black's 35th move.

BLACK.

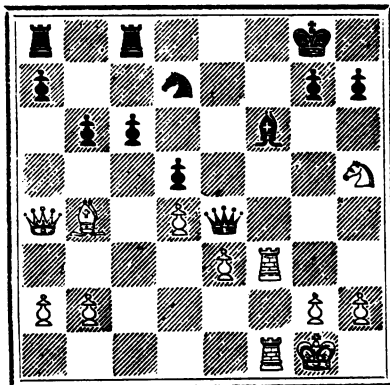


WHITE.

- | | |
|-------------------|---------------|
| 36 P to K 4 (Q) | 36 Q takes P |
| 37 P to Q 5 | 37 Q to Kt 3 |
| 38 R to Kt 3 | 38 R to K B 2 |
| 39 P to Q 6 (R) | 39 P to K R 3 |
| 40 P to K R 4 (S) | Resigns. |

Position after Black's 23rd move.

BLACK.



WHITE.

NOTES.

By Mr. Steinitz.

From the "New York Sun."

(A) There is hardly any time lost by this odd

move unless, perhaps, White in reply should decide to interpose QKt at Q2.

(b) White did not advance P-QB4 because Black had not advanced his QP, and in such a situation Black might have answered B-Kt5ch, and if White's Kt then interposed he could have captured the Kt and created a double Pawn. Black, after this, might proceed according to Winawer's tactics, refraining carefully from advancing P-Q4, and playing for an ending in which the two Kts would have the advantage, because of White's being saddled with that double Pawn.

(c) Most of the European masters adopt this turn into the Fianchetto di Donna in this opening, but I have never looked upon it with favour.

(d) In my own opinion best, though most of the experts, including Zukertort, usually played here P-QKt3, followed by B-Kt2.

(e) Hardly advisable, and, under the circumstances, QKt-Q2, followed by R-Ksq and Kt-K Bsq was probably his best plan.

(f) Preparing for his next offer of an exchange, and also preventing P-K4, and P-Q5 eventually.

(g) As White sees that the adversary enters on an exchanging plan, he simply prepares an attack on the Q side, and brings the Rooks into communication. Obviously B-Q3, which looks a good move, would only have lost time.

(h) This was now Black's best plan undoubtedly, for if Kt-R3 instead, White would have opened a tremendous attack by B-Q3, which he could well back up ultimately with the doubled

Rooks on the KB file, and those Rooks could afterwards be brought accordingly to the Kt's file or R's file.

(i) If 21 P-B4, 22 Q-Kt3 R-Qsq, 23 P×P P×P, 24 Kt-B4, and clearly Black dare not take the B, on account of the rejoinder, KtxP, and both his centre Pawns will become weak and must fall in the end.

(k) Better than 24 R-QBsq, on account of the continuation 24 P-Kt4, 25 Q-R6 B×P, with the advantage.

(l) Whereas now, if 24 B×P, 25 P×B Q×Pch, 26 K-Rsq Q×B, 27 Q-Kt7 Q-Q3, 28 R-B7, with a winning game.

(m) In order to prepare in case Black should take the KP with his B.

(n) Perhaps the best defence was B-R3, followed by Kt-Bsq.

(o) Absolutely necessary. If 27 B×Kt, 28 R×B P×R, 29 Q-Kt7, followed by R-Kt3 in reply to Q-Kt3 (the only move), and wins.

(p) He had hardly anything better, and this opens to him some prospect of attack against the K side.

(q) The best way of getting rid of the adverse attack, as White had sufficient to win in the ending, and the King's Pawn could not be saved anyhow.

(a) Obviously, if 39 R×B Q×R, 40 B×Pch R×B, and wins, for clearly White cannot retake twice on account of the mate ultimately pending by R-B8.

(s) The text move wins a piece with an overwhelming attack.

The following games were played in the Championship match between Mr. Gunsberg, of London, and M. Tchigorin, of St. Petersburg, which took place at Havana, January-February 1890.

GAME 2079.		19 Q-Bsq	Q-B2	42 Kt-Rsq	R(R3)-Kt3
WHITE.	BLACK.	20 Kt-R4	P-Q4	43 B-Bsq	Kt-K2
Gunsberg.	Tchigorin.	21 P-B3	KR-Qsq	44 Kt-B2	Q-Ktsq
1 P-K4	P-K4	22 B-Kt6	R-Ksq	45 Kt-Qsq	Kt-B3
2 Kt-KB3	Kt-QB3	23 Q-Kt2	Kt-K2	46 K-B2	Kt-R4
3 B-Kt5	P-QR3	24 B-B5	Kt-Bsq	47 K-Ktsq	Kt-Kt6
4 B-R4	Kt-B3	25 Q-K2	P-Kt3	48 R-Ktsq	P-B4
5 P-Q3	P-Q3	26 B-B2	B-Bsq	49 Q-K2	P-B5
6 Kt-B3	P-KKt3	27 Kt-Bsq	P-Q5	50 Kt-Ksq	B-K2
7 B-K3	B-Q2	28 Kt-Q2	P-QB4	51 Kt-QB2	B-R5
8 Q-Q2	B-Kt2	29 KtP×P	KtP×P	52 B-Q2	KtxB
9 P-KR3	Castles	30 P-QB4	Kt-Kt3	53 Q×Kt	K-Kt2
10 P-KKt4	K-Rsq	31 Q-Qsq	P-QR4	54 R-Rsq	P-R4
11 B-Kt3	Kt-QR4	32 Kt-Kt2	KR-Ktsq	55 R-R2	P-Kt4
12 Kt-K2	KtxB	33 K-K2	Q-Ksq	56 Q-K2	B-Kt6
13 RP×Kt	Q-K2	34 Q-B2	Kt-R5	57 Kt-R3	P×P
14 Kt-Kt3	Kt-Ktsq	35 KR-Ktsq	R-R3	58 BP×P	R-KR3
15 R-KKtsq	P-QB3	36 B-Ksq	R-Kt2	59 Q-Kt2	Q-KRsq
16 P-B3	P-R3	37 Kt-Bsq	R(Kt2)-R2	60 Kt-Kt5	R×P
17 P-Kt4	K-R2	38 B-Q2	Kt-Kt3	61 Kt-Q6	R-R7
18 Q-K2	P-B3	39 Kt-Kt3	P-R5	62 Q-B3	B×P
		40 R-Rsq	Kt-Bsq	63 Kt-K8ch	K-Kt3
		41 KR-KBsq	R-Kt2	Resigns.	

GAME 2080.		GAME 2081.		GAME 2082.	
WHITE.	BLACK.	WHITE.	BLACK.	WHITE.	BLACK.
Tchigorin.	Gunsberg.	Gunsberg.	Tchigorin.	Tchigorin.	Gunsberg.
1 P-K4	P-K4	1 P-K4	P-K4	1 P-K4	P-K4
2 Kt-KB3	Kt-QB3	2 Kt-KB3	Kt-QB3	2 P-Q4	PxP
3 B-Kt5	Kt-B3	3 B-B4	Kt-B3	3 QxP	Kt-QB3
4 P-Q4	PxP	4 Kt-Kt5	P-Q4	4 Q-K3	Kt-B3
5 Castles	B-K2	5 PxP	Kt-QR4	5 Kt-QB3	B-Kt5
6 P-K5	Kt-K5	6 B-Kt5ch	P-B3	6 B-Q2	Castles
7 R-Ksq	Kt-B4	7 PxP	PxP	7 Castles	R-Ksq
8 KtxP	KtxKt	8 B-Q3	B-QB4	8 P-B3	P-Q4
9 QxKt	Castles	9 Castles	Castles	9 B-Ksq	P-Q5
10 B-QB4	P-Q3	10 Kt-QB3	B-Kt3	10 Q-B2	Q-K2
11 Kt-B3	PxP	11 B-K2	Kt-Q4	11 Kt-Ktsq	B-QB4
12 QxP	B-Q3	12 P-Q3	Kt-Kt2	12 B-Q3	B-K3
13 Q-R5	B-K3	13 Kt-B3	B-B2	13 P-QR3	Kt-K4
14 B-KKt5	Q-Q2	14 R-Ksq	P-KB4	14 Q-Bsq	P-B3
15 BxB	KtxB	15 Kt-Q2	Kt-B4	15 Kt-R3	KtxBch
16 QR-Qsq	QR-Ksq	16 Kt-Bsq	R-Ktsq	16 QxKt	P-QKt4
17 B-Bsq	Kt-Q5	17 B-B3	Kt-K3	17 Kt-B4	B-B5
18 RxR	RxR	18 P-KKt3	Kt-Q5	18 Q-Q2	P-QR4
19 Q-Q5	Q-Kt5	19 KtxKt	PxKt	19 B-R4	Q-Q3
20 K-Bsq	KtxP	20 B-Kt2	P-B5	20 B-Kt3	Q-Bsq
21 P-KR3	Q-Kt3	21 P-QB3	Kt-K3	21 Kt-Q3	BxKt
22 P-KKt3	BxP	22 P-Kt3	Kt-Kt4	22 QxB	P-R5
23 Q-Q7	K-Bsq	23 Q-R5	R-Kt3	23 KR-Ksq	R-R2
24 PxP	QxP	24 P-B4	R-KR3	24 R-K2	Kt-Q2
25 Q-Kt4	R-K8ch	25 Q-K2	Kt-R6ch	25 P-B3	PxP
26 RxB	QxRch	26 K-Rsq	B-Kt2	26 KtxP	R-K3
27 K-Kt2	QxB	27 PxQP	BxP	27 R-QB2	Kt-Kt3
28 Q-B8ch	K-K2	28 B-K4	B-Kt3	28 B-B2	BxB
29 QxBPch	K-K3	29 P-B3	BxB	29 RxB	Kt-B5
30 Q-B8ch	K-B3	30 QPxP	Q-Q2	30 Q-Q8	R-Ksq
31 QxP	Kt-K8ch	31 P-KKt4	Kt-B7ch	31 Q-Q4	R(R2)-Rsq
32 K-R2	Q-B5ch	32 K-Kt2	Q-Qsq	32 R-B2	KR-Qsq
33 K-Ktsq	Kt-B6ch	33 Kt-K3	PxKt	33 Q-B2	RxRch
34 K-Bsq	Q-B8ch	34 BxP	BxB	34 KtxR	Q-Q3
35 K-K2	Q-K8ch	35 QxB	Kt-R6	35 Q-Kt3	Q-Q6
36 K-Q3	Q-KB8ch	36 QR-Qsq	Q-R5	36 Q-Ksq	R-Qsq
37 K-B2	Q-Kt7ch	37 R-Q2	Kt-Kt4	37 R-B3	Q-Q3
38 K-Bsq	Q-R8ch	38 R-KB2	Q-R6ch	38 P-R3	P-R3
39 Kt-Qsq	QxP	39 K-Rsq	KtxBP	39 Kt-B2	Q-Kt6
40 QxRP	Q-Bsqch	40 R(Ksq)-K2	R-Qsq	40 Q-Ktsq	Q-Kt4ch
41 Kt-B3	Q-B5	41 Q-Bsq	R(R3)-Q3	41 K-Ktsq	R-Q7
42 P-R4	Kt-Q5	42 R-Bsq	Kt-Q7	42 Kt-Q3	Q-Qsq
43 Q-Kt6ch	K-Kt4	43 R(Bsq)-B2	P-KR3	43 Kt-Kt4	R-Q8ch
44 P-R5	Q-Q6	44 Q-B7	Kt-B6	Resigns.	
45 Q-Q8ch	K-Kt3	Resigns.			
Resigns.					

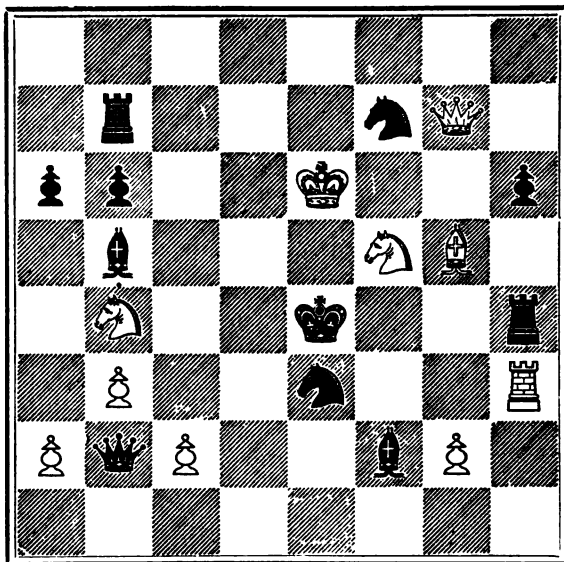
We are pleased to record the establishment of a new Club at Edmonton, the meetings being held at 9 Edmonton Terrace, Bounces Road, Lower Edmonton. There are several enthusiastic members already enrolled, and they are very anxious to make an early reputation for the Club. We record elsewhere the result of their match against West Green.

PROBLEMS.

Further selections from Mr. C. A. Gilberg's new book, "Crumbs from the Chess-board," noticed in our issue of 15th November.

No. 2258.—"18."

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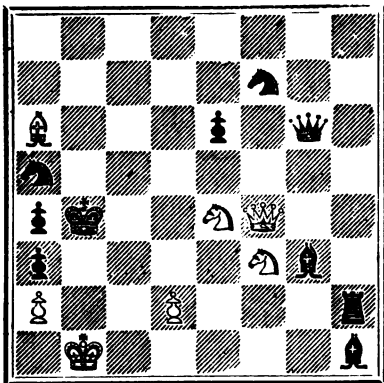


WHITE.

Either party to play and mate, or force self-mate, in 2 moves.

No. 2259.

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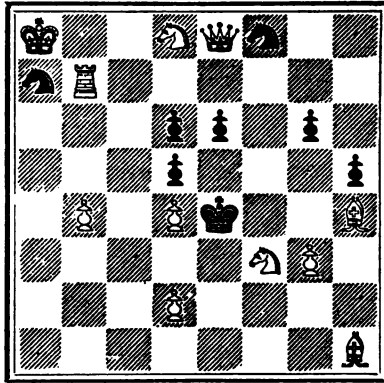


WHITE.

White to play and mate in 2 moves.

No. 2260.

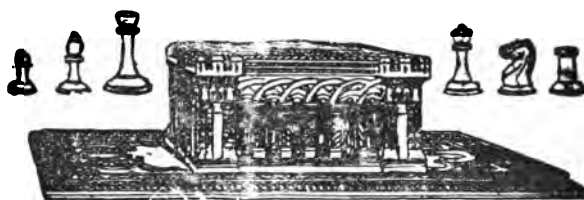
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WHITE.

White to play and mate in 3 moves.

SOLUTIONS.—No. 2241.—White mates by 1 QxPch, &c.; Black mates by 1 R-Kt5ch, &c.; White forces self-mate by 1 Kt-Kt4ch, &c.; Black forces self-mate by 1 Kt-B2ch, &c. No. 2242.—1 K-R6, &c. No. 2243.—1 B-Kt6 PxP, 2 B-R4, &c.; if 1 K-B3, 2 KtxPch, &c.; if 1 BxR, 2 Kt-B7ch, &c.; if 1 Kt-Kt6, 2 Q-Q6ch, &c.; if 1 Kt-K7, 2 Q-B5ch, &c.; if 1 Kt-B6, &c., 2 Q-Q4ch, &c. No. 2244.—White mates by 1 QxBch, &c.; Black mates by 1 RxKtch, &c.; White forces self-mate by 1 Kt-Q6ch, &c.; Black forces self-mate by 1 Q-KKt7ch, &c. No. 2245.—1 K-K4, &c. No. 2246.—1 P-Q5 BxQ, 2 Kt-Q6ch, &c.; if 1 Kt-Kt5, 2 QxBch, &c.; if 1 BxKt, 2 Kt-Q6ch, &c.; if 1 B-QKtsq, 2 Q-B6ch, &c.; if 1 K-K5, 2 P-Q6ch, &c.



THE STAUNTON CHESSMEN.

The following are the opinions expressed upon the STAUNTON CHESSMEN by the leading journals of the day :

"A set of Chessmen of a pattern combining elegance and solidity to a degree hitherto unknown, has recently appeared under the auspices of the celebrated player, Mr. STAUNTON. A guiding principle has been to give by their form a signification to the various Pieces—thus the King is represented by a crown, the Queen by a coronet, &c. The Pieces generally are fashioned with convenience to the hand; and it is to be remarked that while there is so great an accession to elegance of form, it is not attained at the expense of practical utility. Mr. STAUNTON's pattern adopts but elevates the conventional form; and the base of the Pieces being of a large diameter, they are more steady than in ordinary sets."—*Times*.

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